



BRADYGAMES®
SIGNATURE SERIES GUIDE

TAKE YOUR GAME FURTHER®

DRAGON QUEST VIII

TM

Journey of the Cursed King



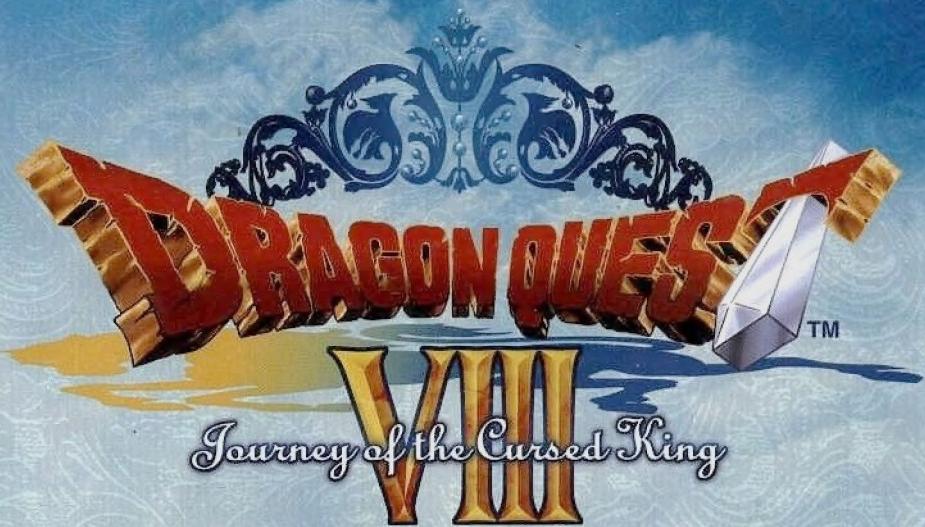
BASED ON A GAME
RATED BY THE
ESRB



COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

SQUARE ENIX





The logo features the title "DRAGON QUEST" in large, red, blocky letters with a metallic texture. Above the letters is a blue ornate crown. Below the letters is a large, gold-colored sword hilt pointing downwards. The number "VIII" is positioned below the sword hilt in a stylized, golden font. The word "Journey of the Cursed King" is written in a cursive, black font underneath "VIII". A small "TM" symbol is located to the right of the sword hilt.

DRAGON QUEST

VIII

Journey of the Cursed King

OFFICIAL STRATEGY GUIDE

Written By Dan Birlew

TABLE OF CONTENTS

4 CHARACTERS	12 GAME BASICS	122 SIDE QUESTS	127 SPELLS	138 ABILITIES	152 ITEMS
163 ARMAMENTS	181 WEAPONS	193 ALCHEMY POT RECIPIES	199 MONSTER APPENDIX	219 INFAMOUS MONSTERS	229 MONSTER ARENA

ATLAS





ABOUT THIS GUIDE

Everyone at BradyGames is excited and proud to bring you the *Dragon Quest VIII: Journey of the Cursed King* official strategy guide. This book is different from our other publications. Working closely with the developers of *Dragon Quest* and the staff at Square-Enix, we have created a reference manual for the game designed in part by the game makers themselves. Together, we wanted to guarantee that players could fully enjoy the intense experience of a *Dragon Quest* game, without losing any of the suspense or surprises. Our intent is for the atlas to suggest the path of exploration, revealing a plethora of possibilities among the hills and valleys of this awe-inspiring world. What happens thereafter remains in your capable hands.

An atlas is a bound collection of maps with supplementary illustrations and analyses. Therefore, the brief area descriptions in the "Atlas" chapter are designed to lead you right up to the point where the story begins, allowing you to take it from there. With our help, and by paying close attention to the words of the characters you meet in the game, there should be no point at which you start to feel lost. The walkthrough isn't written in the typical handholding manner you may have come to expect. Don't worry, plenty of information is provided in the correct order to help players find items and figure out whom to speak with to get the proverbial ball rolling in each new location.

The side chapters are full of information regarding items and monsters, but don't overlook the "Game Basics" chapter. It should be noted, though, that some of the reference material (such as certain monsters and items) have not been included to avoid spoiling one of the game's biggest surprises.

Furthermore, in our quest to avoid spoilers, we have left out some information concerning the secrets revealed near the end of the game. Suffice it to say, once you think you've finished *Dragon Quest VIII*, save your game and keep on playing!

HERO



The Hero is a versatile character who can be developed in many ways. Although he is a strong fighter, he may be used primarily as a healer early on in the game. Angelo will take over this role later, but you should continue to develop the Hero's healing abilities. Since the Hero is your second-most resilient character, he'll often survive attacks that kill Angelo, and may be the only character capable of saving a weakened party. To give him more healing options, spend some skill points on Courage.

In addition to his defensive spells and offensive might, the Hero has a special friend that goes by the name of Munchie. As you find and make various cheeses, put them in the Hero's inventory and feed them to Munchie in combat to unleash powerful spell effects. These effects are primarily useful against groups of enemies.

STARTING STATS

LV	1
HP	22
MP	0

STRENGTH	8
AGILITY	6
RESILIENCE	6
WISDOM	5

COURAGE AND SWORD SKILLS

100 POINTS: God of the sword + Truly valiant
ABILITY = GIGASLASH: The ultimate sword technique. Utterly destroys a group of enemies.

SWORD SKILLS

Swords are the most common weapons the Hero will encounter on his travels, so it makes sense to focus on their use. Sword skills are cheap to use (many cost 0 MP) and they are usually quite powerful. However, every sword skill except Gigaslash targets only a single enemy. That's no problem when fighting powerful monsters and bosses, but you'll need to rely on spells (or Munchie) and boomerang skills when taking large groups of enemies on the battlefield.

4 POINTS: Basic sword fighting techniques
TRAIT: +5 attack power when equipped with a sword.

9 POINTS: Proficient swordsman
ABILITY = DRAGON SLASH: An attack that causes heavy damage to dragons.

15 POINTS: Renowned swordsman
ABILITY = FLAME SLASH: Channels the power of a raging fire into the blade of your sword.

22 POINTS: Expert swordsman
TRAIT: +10 attack power when equipped with a sword.

30 POINTS: Supreme swordsman
ABILITY = METAL SLASH: An attack that can damage enemies with metal bodies.

40 POINTS: Ace of the sword
TRAIT: Increased chance of critical hit with swords.

52 POINTS: Master of the sword
ABILITY = FALCON SLASH: A double slicing attack, faster than a falcon on the wing.

66 POINTS: Star of the sword
TRAIT: +25 attack power when equipped with a sword.

82 POINTS: Sword of legend
ABILITY = MIRACLE SLASH: A secret sword technique that heals your own wounds each time you strike a foe.

100 POINTS: God of the sword
ABILITY = GIGASLASH: A legendary sword technique for cutting down a group of enemies.

SPEAR SKILLS

Spears are very powerful weapons, and their skill set offers a lot of versatility. Multithrust and Clean Sweep are great options when battling large groups of foes, and the spear's basic attack power should be sufficient when battling bosses. Unfortunately, spears are quite rare, so you won't have many opportunities to upgrade. For that reason, you may want to split your skill points between spears and another skill set like swords, courage, or listics.

3 POINTS: Basic spear fighting techniques
TRAIT: +5 attack power when equipped with a spear.

7 POINTS: Proficient spearman
ABILITY = MERCURIAL THRUST: A lightning-fast thrust.

12 POINTS: Expert spearman
ABILITY = THUNDER THRUST: Difficult to perform, but has a high chance of doing critical damage.

18 POINTS: Master spearman
TRAIT: +10 attack power when equipped with a spear.

25 POINTS: Famed lancer
ABILITY = MULTITHRUST: A flurry of thrusts that can pierce multiple enemies.

34 POINTS: Legendary lancer
TRAIT: Increased chance of critical hit with spears.

45 POINTS: Star lancer
ABILITY = CLEAN SWEEP: Drives back a group of enemies with a sweep of the spear.

59 POINTS: Grand lancer
ABILITY = LIGHTNING THRUST: Lands a critical hit when it connects.

77 POINTS: Heavenly lancer
TRAIT: +25 attack power when equipped with a spear.

100 POINTS: Almighty Lancer
ABILITY = LIGHTNING STORM: Strikes down all enemies with mighty thunderbolts.





Spells

LEVEL 3	HEAL: Restores at least 30 HP to a single ally.
LEVEL 4	SQUELCH: Cures a single ally of the effects of poison.
LEVEL 6	EVAC: Allows you to exit instantly from dungeons, caves, and towers.
LEVEL 11	SIZZ: Singes a group of enemies with a blazing fire.
LEVEL 18	MIDHEAL: Restores at least 75 HP to a single ally.
LEVEL 20	SIZZLE: Burns a group of enemies with a blazing wall of fire.
LEVEL 27	FULLHEAL: Restores all HP to a single ally.
LEVEL 29	ZING: Resurrects a fallen ally with a 50% success rate.
LEVEL 32	KASIZZLE: Scorches a group of enemies with the blazing flames of the underworld.
LEVEL 65	DRAGON SOUL: Unknown...

Boomerang Skills

The boomerang is the only weapon in the game that can hit every enemy in the field. It inflicts the most damage to the first monster it hits and less to each subsequent target. Boomerangs are invincible against large groups of enemies, but they're practically useless against bosses. Since boomerang skills offer little in the way of variety, you may want to keep an alternative weapon in reserve at all times.

6 POINTS: Basic boomerang combat techniques
ABILITY = CROSSCUTTER THROW: Traces an X in the air as it ploughs into the enemy.

12 POINTS: Baby boomer
TRAIT: +5 attack power when equipped with a boomerang.

18 POINTS: Big boomer
ABILITY = POWER THROW: A full-force throw that damages all enemies equally.

25 POINTS: Iron boomer
TRAIT: +10 attack power when equipped with a boomerang.

32 POINTS: Great boomer
ABILITY = FIREBIRD THROW: Transforms your boomerang into a firebird that incinerates your enemies.

40 POINTS: Boomer knight
TRAIT: +15 attack power when equipped with a boomerang.

52 POINTS: Boomer lord
ABILITY = SUPER THROW: A fearsome attack that uses all your strength to cause extreme damage to all foes.

66 POINTS: Boomer star
TRAIT: +20 attack power when equipped with a boomerang.

82 POINTS: Boomeranger
ABILITY = STARBURST THROW: Bathes all enemies in a shower of burning light.

100 POINTS: King boomeranger
ABILITY = GIGATHROW: Pulverises a single enemy with the force of a thunderbolt.

Fisticuffs Skills

With so many nasty weapons available, it's difficult to justify spending skill points on hand-to-hand combat! Nevertheless, the Hero can be quite good at fisticuffs, learning Stones' Throw and Knuckle Sandwich early and eventually working his way up to Boulder Toss and a nearly +50 attack bonus!

4 POINTS: Basic unarmed combat techniques
TRAIT: +5 attack power when unarmed.

11 POINTS: Brawler
ABILITY = DEFENDING CHAMPION: A defensive ability that greatly reduces the damage inflicted by physical attacks.

17 POINTS: Brash brawler
ABILITY = STONES' THROW: Hurls rocks at a single group of enemies.

24 POINTS: Black belt brawler
ABILITY = KNUCKLE SANDWICH: A powerfully focused and damaging bare-fisted strike.

33 POINTS: Famous fistfighter
TRAIT: +20 attack power when unarmed.

42 POINTS: Fighting mentor
ABILITY = THIN AIR: Generates a powerful vacuum-vortex that slices all enemies to ribbons.

52 POINTS: Fighting instructor
TRAIT: Increased chance of critical hit when unarmed.

70 POINTS: Fighting master
ABILITY = MULTIFISTS: A vicious four-hit strike on a random enemy.

82 POINTS: Fabled fighter
ABILITY = BOULDER TOSS: Showers all enemies with enormous boulders.

100 POINTS: Fist of legend
TRAIT: +50 attack power when unarmed.

Starting Equipment

SOLDIER'S SWORD
PLAIN CLOTHES
BANDANA

Courage

The courage skill set contains a wide variety of spells and traits that can unlock the Hero's potential as a spellcaster. If you invest in this skill set, you'll be rewarded during the last portion of the game with potent offensive and defensive magic, in the form of the Zap spells and Omnitheft. Courage is the swordman's greatest asset. Mastery of both courage and the sword unlocks Gigagash, the Hero's most powerful attack skill.

8 POINTS: Gains courage to set forth on his journey
SPELL = ZOOM: Allows you to return instantly to certain places you have visited before.

16 POINTS: Brave
SPELL = TINGLE: Cures all party members of the effects of sleep and paralysis.

28 POINTS: Intrepid
SPELL = HOLY PROTECTION: Generates a holy aura that causes weaker monsters to avoid your party.

40 POINTS: Courageous
SPELL = FIZZLE: Prevents a group of enemies from using magic.

48 POINTS: Dauntless
SPELL = ZAP: Calls down lightning on all enemies.

56 POINTS: Fearless
TRAIT: Cast spells with 3/4 of the MP usually required.

70 POINTS: Bravhearted
SPELL = KAMIKAZE: Sacrifices your own life to destroy all enemies.

82 POINTS: Lionhearted
SPELL = OMNIRULE: Restores all HP to all party members.

90 POINTS: Dragonhearted
TRAIT: Cast spells with 1/2 of the MP usually required.

100 POINTS: Truly valiant
SPELL = KAZAP: Calls down powerful thunderbolts on a group of enemies.
ABILITY = GIGASLASH: A legendary sword technique for cutting down a group of enemies.

YANGUS



Yangus's greatest strength is his incredible fortitude. He has the highest HP, the most resilience, and access to some of the best armour. This makes Yangus an ideal choice for your party's top spot, where he can soak up the most enemy attacks. Devastating spells may often leave only Yangus standing, so make sure he's carrying a variety of recovery items that can help your party recover.

Although Yangus has many strengths, wisdom and agility are not among them. When choosing a skill set, factor in the MP costs of the various skills since Yangus has half the MP of Angelo and the Hero. To compensate for this shortcoming, give Yangus lots of seeds of magic. You may want to avoid giving him seeds of agility, though. Unless you focus on fistcuffs, Yangus will always go last in combat.

Axe Skills

Hein Splitter is one of the best skills in the game, and it costs a mere six skill points! Even if you opt not to pursue the axe skill set, learn Hein Splitter and switch to an axe for the first few rounds of boss fights. Axe skills are powerful, but they don't offer much versatility until you learn the group-affecting Axes of Evil attack.

6 POINTS: Basic axe-fighting techniques

ABILITY = HELM SPLITTER: A skull-splitting smash that lowers an opponent's defence as it inflicts damage.

12 POINTS: Junior cleaver

TRAIT: +5 attack power when equipped with an axe.

19 POINTS: Iron woodsmen

ABILITY = HATCHET MAN: An unpredictable attack that can slay an enemy with a single blow... if it connects.

26 POINTS: Axe-fighter

TRAIT: Increased chance of critical hit with axes.

34 POINTS: Axemaster

TRAIT: +10 attack power when equipped with an axe.

42 POINTS: Ace axer

ABILITY = PARALLAX: A focused strike capable of occasionally paralysing an enemy.

54 POINTS: Axelord

ABILITY = AXES OF EVIL: Generates a vortex from your axe blade that chews into a group of enemies.

66 POINTS: Great axeman

ABILITY = EXECUTIONER: A powerful roundhouse strike that fells an opponent in one blow if it hits.

82 POINTS: Axe royal

TRAIT: +20 attack power when equipped with an axe.

100 POINTS: Almighty axeman

ABILITY = TYPHOEUS' MAUL: An ancient axe technique that works wonders on monsters of the beast family.



STARTING STATS

STRENGTH	11
LV	1
HP	30
MP	0
AGILITY	5
RESILIENCE	7
WISDOM	2

Club Skills

While the best axe skills are free, all club skills cost a few MP to use. Heart Breaker and Mind Breaker are solid attacks, but you won't earn many gold coins from Penny Pincher or Gold Rush.

9 POINTS: Basic club fighting techniques

ABILITY = CLUB CRACKER: A club attack that inflicts damage.

19 POINTS: L1+ slugger

ABILITY = HEART BREAKER: An attack that occasionally causes the target to miss a turn.

25 POINTS: Heavy hitting

ABILITY = PENNY PINCHER: A special technique that steals gold coins from an enemy.

32 POINTS: Hammer artist

ABILITY = MONSTER MASHER: A powerful smash that works wonders on monsters of the material family.

48 POINTS: Skullsplitter

ABILITY = SKULLCRACKER: A club attack that inflicts damage.

59 POINTS: Big bludgeoner

ABILITY = CLUB CRACKER: A superior club attack that dominates foes and renders them unable to attack.

82 POINTS: Big-league brainer

ABILITY = MIND BREAKER: A club attack that inflicts damage.

93 POINTS: Consummate clubber

ABILITY = GOLD RUSH: A powerful strike that steals an opponent's gold coins as it inflicts damage.

100 POINTS: Lord of destruction

ABILITY = DEVIL CRUSHER: An esoteric club technique effective on demon and material family monsters.



SCYTHE SKILLS

While the prospect of stealing rare items from foes may excite some, the odds of success with the Steel Sickle abilities are somewhat low. Fortunately, there are other effective scythe skills available. Abilities like Grimmer Reaper and Big Banga, acquired late in the game, are among Yangus's best.

12 POINTS: Basic scythe fighting techniques
TRAIT: +5 attack power when equipped with a scythe.

22 POINTS: Competent chopper
ABILITY = STEAL SICKLE: Occasionally allows you to steal items from those you slash.

32 POINTS: Superb sickler
ABILITY = WIND SICKLES: Sends a whirlwind of sickles prodding into the enemy.

42 POINTS: Sickle sweetie
TRAIT: +10 attack power when equipped with a scythe.

50 POINTS: Junior reaper
ABILITY = GRIM REAPER: A swing of Death's scythe can instantly kill one or more foes in a group.

60 POINTS: Sickle-sonic
TRAIT: Increased chance of critical hit with scythes.

70 POINTS: Renowned reaper
ABILITY = STAINLESS STEAL SICKLE: An improved version of the Steel Sickle attack technique.

80 POINTS: Demon sickler
TRAIT: +25 attack power when equipped with a scythe.

90 POINTS: Reaper lord
ABILITY = GRIMMER REAPER: The aura of Death incarnate annihilates the living and obliterates the undead.

100 POINTS: Death's apprentice
ABILITY = BIG BANGA: An enormous explosion that consumes everything in its path.

STARTING EQUIPMENT

OAKEN CLUB
BANDIT'S GRASS SKIRT
LEATHER HAT

FISTICUFFS SKILLS

Every character has the option of pursuing fisticuffs skills, but they compliment Yangus the best. If you focus on unarmed attacks, Yangus will end up causing less damage than he will with weapons, but will compensate for it with improved agility. Thin Air is one of only a few abilities that hit all enemies for large amounts of damage, and you can get it early in the game. Be forewarned, however, that fisticuffs skills aren't free, and Yangus's lack of MP may become an issue.

3 POINTS: Basic unarmed combat techniques
TRAIT: +5 attack power when unarmed.

7 POINTS: Streetfighter
TRAIT: +10 agility when unarmed

12 POINTS: Village champ
ABILITY = KNUCKLE SANDWICH: A powerfully focused and damaging bare-fisted strike.

18 POINTS: Local champ
TRAIT: Increased chance of critical hit when unarmed.

25 POINTS: Regional champ
TRAIT: +20 attack power when unarmed.

33 POINTS: National contender
SPELL = PADFOOT: A secret technique for disguising your presence so as to avoid monsters.

42 POINTS: National champ
ABILITY = THIN AIR: Generates a powerful vacuum-vortex that slices all enemies to ribbons.

60 POINTS: Continental champ
ABILITY = MULTIFISTS: A vicious four-hit strike on a random enemy.

77 POINTS: World champion
TRAIT: +45 attack power when unarmed.

100 POINTS: Super grandmaster
ABILITY = BOULDER TOSS: Showers all enemies with enormous boulders.

HUMANITY

Among the highlights of the humanity skill set are Nose for Treasure, ideal for those who insist on finding everything, and Kerplunk, which can completely turn things around when all hope seems lost. Underpants Dance and Golden Oldies aren't particularly useful, but they're worth learning just for the comic relief.

4 POINTS: Soft-hearted
SPELL = WHISTLE: Summons monsters with a whistle.

10 POINTS: Kind-hearted
SPELL = HEAL: Restores at least 30 HP to a single ally.

16 POINTS: Busybody
SPELL = NOSE FOR TREASURE: Instantly reports the number of nearby treasures.

22 POINTS: Sentimental
ABILITY = WARCRY: A hideous battle cry that paralyses a group of enemies with fear.

32 POINTS: Considerate
SPELL = SHARE MAGIC: Shares some of your MP with an ally.

42 POINTS: Confidant
SPELL = KABUFF: Raises the defence of all party members.

55 POINTS: Big brother
ABILITY = UNDERPANTS DANCE: Paralyzes all enemies with embarrassment.

68 POINTS: Gangleader
SPELL = MIDHEAL: Restores at least 75 HP to a single ally.

82 POINTS: Big boss
SPELL = KERPLUNK: Sacrifice your own life to resurrect all other party members.

100 POINTS: Beloved boss
ABILITY = GOLDEN OLDIES: A multi-hit battle royale from King Trolls and friends.



JESSICA



Jessica is perhaps your party's most powerful character and the focal point of your offensive line. Not only are her spells devastating, but her melee attacks pack quite a surprising punch as well.

Jessica has access to some excellent abilities, but a lot of her most potent attacking options can be found in her standard spell list. Highlights include the field-clearing Bang series of spells, and Oomph, which can turn anyone into a monster-smashing machine. For all her might, keeping Jessica alive is a full-time job due to her low HP. Whenever you acquire new armour, accessories, or seeds of defence, consider giving them to Jessica.



KNIFE SKILLS

When you put 10 skill points into the knives skill set, Jessica gains the ability to equip swords. While they lack versatility, swords are her most powerful weapon choice.

4 POINTS: Basic knife fighting techniques
TRAIT: +5 attack power when equipped with a knife.

9 POINTS: Knife fighter
ABILITY = TOXIC DAGGER: A knife-fighting technique that envenomates a single enemy.

15 POINTS: Master blader
TRAIT: +10 attack power when equipped with a knife.

22 POINTS: Serious slicer
ABILITY = ASSASSIN'S STAB: A fearsome technique that fells an opponent instantly by attacking their vital parts.

30 POINTS: Edgemaster
TRAIT: Can now use swords as well as knives.

40 POINTS: Swordfighter
TRAIT: Increased chance of critical hit with knife or sword.

52 POINTS: Famous fencer
TRAIT: +20 attack power when equipped with a knife or sword.

66 POINTS: Blade ballerina
ABILITY = TOXIC SWORD: A sword-fighting technique which envenomates an enemy with each strike.

82 POINTS: Sword princess
TRAIT: +30 attack power when equipped with a knife or sword.

100 POINTS: Sword Valkyrie
ABILITY = SUDDEN DEATH: A fatal flash that strikes down an enemy like a bolt out of the blue.

WHIP SKILLS

Whips hit every enemy in a group and cause a decent amount of damage, making them useful against large groups of foes. The whip is also very effective against bosses. The key is the Twin Dragon Lash, which causes more damage for its cost (a mere 3 MP) than any straight attack spell can inflict.

5 POINTS: Basic whip fighting techniques
TRAIT: +5 attack power when equipped with a whip.

10 POINTS: Whipsnapper
ABILITY = WHIPLASH: A paralysing crack of the whip.

16 POINTS: Ready whipper
TRAIT: +10 attack power when equipped with a whip.

23 POINTS: Whipping artist
ABILITY = TWIN DRAGON LASH: A double-strike that lashes a random group of enemies.

32 POINTS: Whip ripper
ABILITY = LADY'S THONG: A secret whip technique that steals HP as it damages an enemy.

43 POINTS: Lusty lasher
TRAIT: +15 attack power when equipped with a whip.

55 POINTS: Whip fairy
ABILITY = LASHINGS OF LOVE: Harness your inner passion to paralyse enemies.

68 POINTS: Superstar scourge
TRAIT: +25 attack power when equipped with a whip.

82 POINTS: Whipping angel
ABILITY = QUEEN'S THONG: A fearsome attack that steals the HP of a group of enemies.

100 POINTS: Lady of the lash
ABILITY = SERPENT'S BITE: A technique that transforms your whip into a snake that attacks a group of enemies.

STARTING STATS

LV	9	STRENGTH	11
HP	41	AGILITY	26
MP	22	RESILIENCE	9
		WISDOM	25

**SPELLS**

- FRIZZ:** Singes a single enemy with a small fireball.
SAP: Reduces the defence of a single enemy.
CRACK: Pierces a single enemy with razor-sharp icicles.
SIZZ: Singes a group of enemies with a blazing fire.
EVAC: Allows you to exit instantly from dungeons, caves, and towers.
SNOOZE: Puts a group of enemies to sleep.
BANG: Damages all enemies with a small explosion.
CRACKLE: Rips into a group of enemies with sharp icicles.
OOMPH: Increases the attack of a single party member.
SIZZLE: Burns a group of enemies with a blazing wall of fire.
FRIZZLE: Burns a single enemy with a large fireball.
BOOM: Engulfs all enemies in a large explosion.
INSULATIE: Forms a barrier that protects all party members from fire- or ice-based attacks.
KABOOM: Blasts all enemies with an incredibly violent explosion.
KAFRIZZLE: Incinerates a single enemy with an enormous fireball.

STAFF SKILLS

Use the staff skill set to teach Jessica spells like Kasap, Magic Barrier and Kazing. Your investment will be rewarded with traits that ensure she has the MP to use them. Once Jessica becomes a junior sorceress, you can literally cast spells on almost every turn without running out of MP!

3 POINTS: Basic magical staff techniques
SPELL = ACCELERATE: Raises the agility of all party members

7 POINTS: Junior staffer
SPELL = KASAP: Reduces the defence of a group of enemies

13 POINTS: Staff analyst
TRAIT: +5 max MP when equipped with a staff.

21 POINTS: Magic staffer
SPELL = BOUNCE: Forms a protective barrier that reflects the enemy's and party's spells alike.

31 POINTS: Chief of staff
SPELL = MAGIC BARRIER: Forms a protective barrier that reduces the effectiveness of foes' offensive spells.

44 POINTS: Junior magician
TRAIT: +5 max MP when equipped with a staff.

57 POINTS: Staff magician
ABILITY = CADUCEUS: A blessing from the heavens that restores a single party member's HP.

70 POINTS: Junior sorceress
TRAIT: Recovers MP every turn when equipped with a staff.

64 POINTS: Staff sorceress
TRAIT: +100 max MP when equipped with a staff.

100 POINTS: Queen sorceress
SPELL = KAZING: Resurrects a fallen ally.

FISTICUFFS SKILLS

Fisticuffs offers another option for players who choose to focus on Jessica's spells. Invest a mere 52 skill points in Fisticuffs and Jessica can obtain an invaluable defensive boost!

5 POINTS: Basic unarmed combat techniques
TRAIT: +5 attack power when unarmed

13 POINTS: Femme fighter
TRAIT: +10 agility when unarmed

19 POINTS: Gladiator
ABILITY = STONES' THROW: Hurls rocks at a single group of enemies.

28 POINTS: Semihumanist
TRAIT: Increased chance of critical hit while unarmed.

35 POINTS: Finalist
TRAIT: +10 attack power when unarmed.

45 POINTS: Colosseum champ
ABILITY = HARVEST MOON: Pummel all enemies with a chain of cartwheels and backflips.

52 POINTS: Fightin' fairy
TRAIT: Increased chance of dodging enemy attacks.

68 POINTS: Punching princess
ABILITY = THIN AIR: Generates a powerful vacuum-vortex that slices all enemies to ribbons.

85 POINTS: Battle Queen
TRAIT: +15 attack power when unarmed

100 POINTS: Queen of the Grapplers
SPELL = MAGIC BURST: Unleashes all remaining magic power in a fearsome explosion.

STARTING EQUIPMENT

- LEATHER WHIP**
WAYFARER'S CLOTHES
HAIRBAND

SEX APPEAL

From a purely practical standpoint, the sex appeal abilities don't do much for Jessica since she already has powerful spells, and plenty of MP to use them. However, you can spend 10 skill points to learn the monster-charming trick. This causes useful enemies to randomly skip their turn in battle without any further effort on your part!

8 POINTS: Jessica realises just how sexy she can be

ABILITY = BLOW KISS: A special kiss that can temporarily prevent enemies from attacking.

18 POINTS: Others realise just how sexy Jessica can be

TRAIT: Has a 1/16 chance to charm monsters.

26 POINTS: Head-turner

SPELL = FUDGLE: Sends a group of enemies into confusion.

58 POINTS: Charming lady

ABILITY = PUFF-PUFF: Charms and excites an enemy into paralysed submission.

48 POINTS: Pretty lady

ABILITY = HIP DROP: Pelvic punishment! Curvaceous hips equal big damage.

54 POINTS: Lovely lady

ABILITY = SEXY BEAM: Focus the power of passion into a beam that sows destruction and confusion.

68 POINTS: Sexy lady

SPELL = KASNOOZE: Puts a group of enemies into a deep sleep.

78 POINTS: Gorgeous lady

TRAIT: Chances of charming monsters increases to 1/8.

88 POINTS: Sultry lady

ABILITY = PINK TYPHOON: A sudden typhoon that tips a group of enemies into ribbons.

100 POINTS: Sexy dynamite

ABILITY = HUSTLE DANCE: Restores at least 70 HP to all party members.





ANGELO

Early in the game, Angelo is a jack-of-all-trades with decent combat abilities and a wide variety of useful spells (Kabuff and Thwock are among the highlights). Later in the game, a natural talent for healing will become Angelo's defining trait, as he can learn spells like Multiheal and Kazing.

What Angelo does when he isn't healing is up to you. You can pursue swords to focus on spell casting, swords to become a force in melee combat, or bows for versatility. Whichever you choose, commit to it early as Angelo receives skill points at a much slower rate than any other character!

STARTING STATS

STRENGTH	37
AGILITY	34
HP	72
MP	38
RESILIENCE	20
WISDOM	39

SWORD SKILLS

Although Angelo can't learn quite as many sword abilities as the Hero, he acquires most of them approximately 10 to 20 skill points sooner. Miracle Slash can be very useful, and Falcon Slash is a steal at 40 skill points. Instead of moving out at Gigastash, Angelo learns Lightning Storm when he masters the art of swordmanship.

4 POINTS: Basic sword fighting techniques.
TRAIT: +5 attack power when equipped with a sword.

9 POINTS: Renowned knight.
ABILITY = FLAME SLASH: Channels the power of a raging fire into the blade of your sword.

15 POINTS: Gentle knight.
TRAIT: +10 attack power when equipped with a sword.

20 POINTS: Knight of the lilies.
ABILITY = METAL SLASH: An attack that can damage enemies with metal bodies.

30 POINTS: Knight of the roses.
TRAIT: +20 attack power when equipped with a sword.

40 POINTS: Knight of the crest.
ABILITY = FALCON SLASH: A double slicing attack, faster than a falcon on the wing.

52 POINTS: Knight of the sun.
TRAIT: Increased chance of critical hit with swords.

66 POINTS: Miraculous knight.
ABILITY = MIRACLE SLASH: A secret sword technique that heals your own wounds each time you strike a foe.

82 POINTS: Holy knight.
TRAIT: +25 attack power when equipped with a sword.

100 POINTS: Royal knight.
ABILITY = LIGHTNING STORM: Strikes down all enemies with mighty thunderbolts.

BOW SKILLS

The highlights of the bow skill set are Cherub's Arrow and Snapt's Arrow, abilities that restore some of Angelo's MP. Since his healing abilities require a lot of MP, repeated use of these abilities will ensure that Angelo remains a healthy slasher when the going gets tough.

6 POINTS: Basic archery techniques.

ABILITY = SANDMAN'S ARROW: A magical arrow capable of putting a single enemy to sleep.

18 POINTS: Archer.
ABILITY = CHERUB'S ARROW: A secret bow technique that regenerates your own MP.

25 POINTS: Arrow sniper.
ABILITY = NEEDLE SHOT: Capable of felling an enemy instantaneously if a vital area is hit.

32 POINTS: Arrow soldier.
TRAIT: +10 attack power when equipped with a bow.

44 POINTS: Arrow knight.
ABILITY = MULTISHOT: A hail of blows directed randomly against one or more enemies.

59 POINTS: Arrow arist.
TRAIT: Increased chance of critical hit with bows.

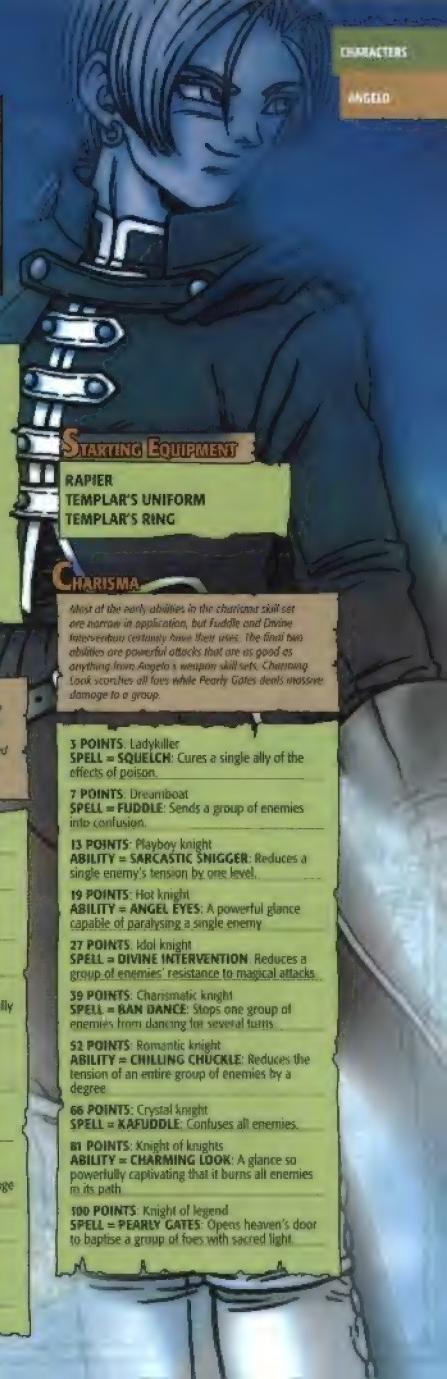
66 POINTS: Wonder archer.
ABILITY = SERAPH'S ARROW: A secret technique that recovers even more MP than Cherub's Arrow.

76 POINTS: Miracle archer.
TRAIT: +25 attack power when equipped with a bow.

88 POINTS: Saint archer.
ABILITY = SHINING SHOT: An arrow attack that bathes all enemies in a destructive magical light.

100 POINTS: Arrow emperor.
ABILITY = NEEDLE RAIN: A rain of arrows that can occasionally obliterate all enemies in a single salvo.





SPELLS

- START**
START
START
START
LEVEL 13
LEVEL 14
LEVEL 15
LEVEL 17
LEVEL 18
LEVEL 19
LEVEL 22
LEVEL 24
LEVEL 30
LEVEL 32
LEVEL 34
- HEAL:** Restores at least 30 HP to a single ally.
BUFF: Raises the defence of a single party member.
WOOSH: Slices through a group of enemies with a small whirlwind.
ZOOM: Allows you to return instantly to certain places you have visited before.
TINGLE: Cures all party members of the effects of sleep and paralysis.
KABUFF: Raises the defence of all party members.
MIDHEAL: Restores at least 75 HP to a single ally.
WHACK: A cursed incantation that sends an enemy to the hereafter.
SWOOSH: Slices through a group of enemies with a powerful whirlwind.
ZING: Resurrects a fallen ally with a 50% success rate.
THWACK: A cursed incantation that sends a group of enemies to the hereafter.
FULLHEAL: Restores all HP to a single ally.
MULTHEAL: Restores at least 100 HP to all party members.
KASWOOSH: Slices through a group of enemies with a ferociously destructive whirlwind.
KAZING: Resurrects a fallen ally.

STAFF SKILLS

The investment in staff skills will pay off when you learn KATHWACK and OOMPH, which are both fantastic spells. If you stick with it until the end, Angelo will have an abundance of MP for every fight.

3 POINTS: Basic magical staff techniques
SPELL = DAZZLE: Envelops a group of enemies in illusions.

6 POINTS: Warlock
SPELL = FIZZLE: Prevents a group of enemies from using magic.

9 POINTS: High warlock
SPELL = BOUNCE: Forms a protective barrier that reflects the enemy's and party's spells alike.

12 POINTS: Conjurer
SPELL = DRAIN MAGIC: Steals MP from a single enemy.

28 POINTS: High conjurer
TRAIT: +20 max MP when equipped with a staff.

48 POINTS: Wizard
ABILITY = CADUCEUS: A blessing from the heavens that restores a single party member's HP.

56 POINTS: High wizard
SPELL = KATHWACK: A cursed incantation that sends all enemies to the hereafter.

65 POINTS: Arch wizard
SPELL = OOMPH: Increases the attack of a single party member.

80 POINTS: Holy wizard
TRAIT: +50 max MP when equipped with a staff.

100 POINTS: Majestic wizard
TRAIT: Recovers MP every turn when equipped with a staff.

FISTGUFF'S SKILLS

You must spend 25 SKILL points before Angelo learns his first fistguff ability. However, the traits he'll learn in the meantime make up for it, especially the agility boost and the increased chance of dodging enemy attacks. If you can master them, you'll be rewarded with the Angelo-exclusive *Miracle Moon* ability, a powerful attack that restores Angelo's HP.

7 POINTS: Basic unarmed combat techniques
TRAIT: +7 attack power when unarmed.

14 POINTS: Monk
TRAIT: +10 agility when unarmed.

21 POINTS: Warrior monk
TRAIT: Increased chance of dodging enemy attacks.

28 POINTS: Master monk
TRAIT: +15 attack power when unarmed.

35 POINTS: Paladin
ABILITY = KNUCKLE SANDWICH: A powerfully focused and damaging bare-fisted strike.

42 POINTS: Great paladin
ABILITY = HARVEST MOON: Pummel all enemies with a chain of cartwheels and backflips.

54 POINTS: Saintly paladin
TRAIT: Increased chance of critical hit when unarmed.

68 POINTS: Guardian
ABILITY = DEFENDING CHAMPION: A defensive trait that greatly reduces the damage inflicted by physical attacks.

82 POINTS: Holy guardian
TRAIT: +40 attack power when unarmed.

100 POINTS: Royal guardian
ABILITY = MIRACLE MOON: A miraculous technique that pummels all enemies while regenerating your own HP.

STARTING EQUIPMENT

- RAPIER**
TEMPLAR'S UNIFORM
TEMPLAR'S RING

CHARISMA

Most of the early abilities in the charisma skill set are narrow in application, but Fuddle and Divine Intervention certainly have their uses. The final two abilities are powerful attacks that are as good as anything from Angelo's weapon skill sets. Charming Look scatters all foes while Pearly Gates deals massive damage to a group.

3 POINTS: Ladykiller
SPELL = SQUEECH: Cures a single ally of the effects of poison.

7 POINTS: Dreamboat
SPELL = FUDGLE: Sends a group of enemies into confusion.

13 POINTS: Playboy knight
ABILITY = SARCASTIC SNIGGER: Reduces a single enemy's tension by one level.

19 POINTS: Hot knight
ABILITY = ANGEL EYES: A powerful glance capable of paralysing a single enemy.

27 POINTS: Idol knight
SPELL = DIVINE INTERVENTION: Reduces a group of enemies' resistance to magical attacks.

39 POINTS: Charismatic knight
SPELL = BAN DANCE: Stops one group of enemies from dancing for several turns.

52 POINTS: Romantic knight
ABILITY = CHILLING CHUCKLE: Reduces the tension of an entire group of enemies by a degree.

66 POINTS: Crystal knight
SPELL = XAFUDGLE: Confuses all enemies.

81 POINTS: Knight of knights
ABILITY = CHARMING LOOK: A glance so powerfully captivating that it burns all enemies in its path.

100 POINTS: Knight of legend
SPELL = PEARLY GATES: Opens heaven's door to baptise a group of foes with sacred light.

GAME BASICS



Dragon Quest VIII: Journey of the Cursed King is a role-playing game (RPG) that takes place in a world dominated by monsters and magic. The objective is to lead a group of characters, known as "the party," on a quest to overcome the great evil that threatens the land. Achieve this objective by exploring the world, including all of the towns, castles, dungeons, and wilderness areas. Speak to the townspeople, merchants, clergymen, politicians, and kings who populate the cities and villages to learn about the world, and to garner clues as to where the party needs to travel next and what challenges lie ahead.

All that stands between the party and their peaceful goal is an infinite number of monsters and beasts. In order to survive encounters with these ravening hordes, the party must be equipped with the best weapons, armour, and accessories available. You can acquire useful items and armour by searching every location thoroughly, defeating terrible foes, or purchasing the goods from a merchant.

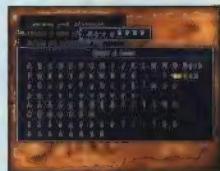
Each victory makes the characters stronger, and soon they will learn powerful new skills. If the party can survive encounter after encounter and explore their surroundings, they just might save the world from domination by the forces of evil. Against such overwhelming odds, that would be quite an accomplishment!

STARTING A GAME

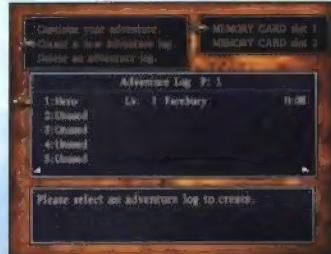


After inserting the *Dragon Quest VIII* disc into the PlayStation 2 console, wait for the opening demo to finish and then choose one of the starting options. If you've never played before, select "Create a new adventure log." Make sure that a memory card is plugged into one of the two slots on the PlayStation 2 console before starting.

Enter a name for the adventure log file to be created. This name will also be the name of the main character, referred to as the Hero throughout this guide. You can choose any name you like, as long as it's not the sort that will interfere with the gameplay.



When you've entered a name for the Hero, choose "End." Select a memory card slot in which to save your game file. You can put up to 30 saves on a memory card. Choose an empty file and press the **Start** button to complete the adventure log creation sequence.



Once you've created an adventure log, you can continue where you left off by choosing the "Continue your adventure" option from the start menu. Select a memory card inserted into MEMORY CARD slot 1 or slot 2, then choose the file that contains the game you would like to load up. Usually, the cursor automatically points to the most recent saved game.

SAVING A GAME

Any time you want to stop playing, return to the nearest church and speak to the priest or nun standing at the altar. Priests offer many services, some of which require monetary donations. To record your progress to a memory card inserted into the PlayStation 2 console, choose the "Confession (Save)" option. Then select a memory card slot and a file location in which to save. If you choose a file location that already contains save data, the priest or nun then asks if you want to overwrite the data. Select "Yes" or "No" to indicate your preference, or select a blank file to create a new adventure log.



CREATE A LOG LIBRARY

If you create new adventure logs every time you save, you can go back to previous saves and replay events. This is useful if you find out that you missed a valuable item or failed to explore an area as well as you should have. However, creating new adventure logs requires additional space on the memory card, and you might need more than one memory card to create enough adventure logs.

CONFERRING WITH PARTY MEMBERS

The other party members provide hints and clues on where to go and what to do next. If you can't figure out the game's next objective, or just need a reminder of your progress after a long respite, just press the **Start** button for a subtle cue.

CONTROLS

CHARACTER CONTROLS

Directional buttons	Walk
Left Analog Stick	Move (Speed depends on distance stick is moved), next message
Right Analog Stick	Camera Angle
①	Rotate camera and character right
②	Rotate camera and character left
③	Switch to character's point of view (First Person View)
④ (Press Left Stick)	Set camera angle behind character's back
⑤ (Press Right Stick)	Search, open door or chest, speak with person (same function as ②)
⑥	Search, open door or chest, speak with person, next message, climb, pick up and throw pots and barrels
⑦	Open Main Menu, open door or chest depending on where character is standing, investigate well, read signs, climb
⑧	Skip messages, cancel out of options screen, dismember ship, dismount sabrecat, land godbird
⑨	View Map
⑩	Speak to party members
⑪	Open Battle Records Menu

MENU CONTROLS

Directional buttons	Move cursor
Left Analog Stick	Move cursor
①	Next page
②	Previous page
③ (Press Left Stick)	Cancel, return to previous menu
④	Select menu option
⑤	Select menu option
⑥	Select menu option
⑦	Select menu option
⑧	Cancel, return to previous menu
⑨	Exit Menu, Exit from Battle Records to Main Menu if applicable
⑩	Cancel, return to previous menu

BATTLE CONTROLS

Directional buttons	Move cursor
Left Analog Stick	Select menu option
①	Cancel, return to previous menu
②	Select menu option
③ (Press Left Stick)	Select menu option
④	Cancel, return to previous menu
⑤	Exit Menu, Exit from Battle Records to Main Menu if applicable
⑥	Cancel, return to previous menu



GAME BASICS

FIRST PERSON VIEW CONTROLS

Left Analog Stick	Move camera
Right Analog Stick	Move camera
①	Return to normal third-person view
② (Press Right Stick)	Return to normal third-person view
③	Return to normal third-person view
④	Return to normal third-person view
⑤	Return to normal third-person view
⑥	Return to normal third-person view

MAP SCREEN CONTROLS

①	World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off.
② (Press Left Analog Stick)	World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off.
③	World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off.
④	World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off.
⑤	World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off.
⑥	Close Map
⑦	Close Map
⑧	Open Map/Close Map
⑨	Close Map

PLAY WITH ONE HAND!

Notice that the controller is mapped in such a way that the player can interact with the game solely using his or her left hand on the controller! Use the Left Analog Stick to move, and press it (L3) to interact with the environment, open doors, open chests, and so on. Press L1 to rotate and press L2 to center the camera behind the character. This allows you to play the game with one hand, and hold this strategy guide with the other!

MAIN MENU



After the opening scenes, press the **●** button to open the main menu. The main menu is divided into four pages indicated by the four menu tabs on the top (Items, Magic, Attributes, and Misc.), and you switch pages by pressing the R1 or L1 buttons or left or right on the directional button. Enter the chosen page by pressing the **●** or **○** button. Open the main menu whenever you want to perform one of the following actions:

- ▶ View each character's inventory and items in the Bag.
- ▶ Change the characters' equipment.
- ▶ Use healing items or cast healing spells between battles.
- ▶ Use important items that summon sabrecats or transform the party into the flying Godbird (when available).
- ▶ Read important notes and recipes.
- ▶ View the status and attributes, including magic, spells and abilities, of each party member.
- ▶ Change a character's battle tactics.
- ▶ Change the party lineup.
- ▶ Change screen, sound, and camera settings.
- ▶ Open the Battle Records menu.
- ▶ Open the alchemy pot menu (when available).
- ▶ Open the Monster Team menu (when available).

ITEMS PAGE

The first page of the main menu is the Items page, displaying all of the items held by each character and extra items contained in the Bag. The party's total amount of gold coins is shown in the lower-right corner of this screen.

Press the **●** or **○** button while viewing the Items page to move the cursor to the first character in the party's lineup. Then move the cursor to the character whose items you want to view, or to the Bag.



CHARACTER ITEMS

To interact with the items in a character's possession, move the cursor and select that character. Then move the cursor to the desired item and press the **B** button to bring up the popup item option. The help window at the bottom of the item screen displays the description of selected items. Each character can carry up to 12 items. The items in a character's inventory are the only items that can be accessed in battle.



BAG OPTIONS

View Bag's Contents: Enter the Bag and interact with the items inside. While viewing items in the Bag, press **R1** to scroll to the next page of items in the Bag, and press **L1** to view the previous page of items.

Organize Items: Allows you to instantly dump all unquipped items that one or all characters are carrying. For instance, if the Hero's item slots are full but he's only equipped with five items, use this option to move the unequipped extras to the Bag without having to transfer them one by one. Items that can be used for combat (such as cheeses and certain weapons that can be used as arms) will not be moved to the Bag.

Sort Bag's Contents: Rearranges the items in the Bag based on type or alphabetical order. When you sort by type, items are arranged in the following order: Items, Important Items, Weapons, Armour, Shields, Helm, and Accessories.

POPUP ITEM OPTIONS

Move the cursor to any item in a character's inventory, or in the Bag, and press **B** or **A** to bring up the popup item options.

Use: The highlighted character uses the item, either on himself or another party member, if applicable. If the item is a restorative herb or medicine, the character's status ailment is cured or they regain HP/MP. If the selected item is a tool, its function is enabled.



Transfer: The item becomes attached to the cursor, and you can then transfer it to the inventory of another character or to the Bag. To transfer an item to another character, he or she must have an open slot in their inventory.

Equip/Remove: If the item is a piece of equipment such as a weapon, garment or accessory, use this option to equip or remove the item and receive any status benefit/impediment the item provides. The attribute affected by a piece of equipment is displayed below the character's item slots. A decrease in the attribute is displayed in red numbers, and an increase is marked in green.

Discard: The selected item is removed from the character's inventory or from the Bag. Discarded items are lost permanently.

Nothing: Cancels action and closes the popup item option.

MAGIC PAGE

Certain spells can be used in battle, but some can only be used outside of battle in the field. The second page of the menu screen allows you to cast spells that can be used in the field. These include healing or status ailments, curing spells, protective spells, and teleport spells that allow the party to escape from a dungeon or return to a previously visited town. Open this menu screen and use the characters' spells to prepare for upcoming battles.



ATTRIBUTES PAGE

The Attributes page of the menu screen allows you to view all of the statistics regarding a character's combat skills and abilities. Highlight a character with the cursor, and press **B** or **A** to access their attribute pages on the right of the screen. Move the directional button or the left analog stick to the right or left to scroll through the pages. The pages are displayed in the following order: Equipment and Attributes, Field Magic, Battle Spells, Battle Abilities, and Traits.

When the Field Magic, Battle Spells, and Battle Abilities pages are displayed, press **B** or **A** to make the cursor appear. Use the cursor to highlight spells and skills, and read their descriptions at the bottom of the screen. It's a good idea to know the function of a spell or ability before attempting to use it in battle!



MISCELLANEOUS PAGE



The fourth page of the main menu allows you to perform a variety of actions.

Heal AB: Restores the HP of each party member as efficiently as possible. If the characters know healing spells and have sufficient MP, the lowest possible amount of MP will be used to fully heal the party. If no spells have been learned, healing items are used from the characters' inventories (Off-party's inventory).

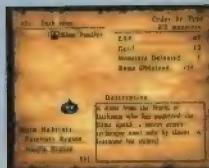
Tactics: Allows you to determine whether characters are controlled manually or automatically during combat. If you choose a tactic other than "Follow Orders," the character acts automatically in battle according to the guidelines of the chosen tactic. Tactics can be switched during combat as well. More details on tactics are given in the "Combat" section of this chapter.

Line-up: Use this option to change the order of the party. The character at the top of the party line-up is the character displayed onscreen when you're navigating through fields, towns, and dungeons. Characters placed toward the top of the line-up are more likely to be on the receiving end of enemy attacks. Characters further down in the line-up are more likely to evade attacks, and won't be targeted as often. We'd like to suggest that you keep Jessica at the bottom of the party line-up at all times, due to her typically lower defense and HP attributes.

Equipment: Provides an alternate method of changing the character's equipment. Items in the selected character's inventory are displayed according to type, rather than all together.

Settings: Here, you can change the aspect ratio of the display to better suit widescreen monitors, adjust the volume of music, sound effects, and character voices, and change camera control options.

Help: At key points during the beginning of your adventure, you will be shown some helpful hints and explanations about the game. Refer to this section for reminders.



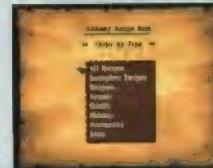
COLLECTED ITEM LIST

Every item obtained by the party, irrespective of whether it's still in your possession, is added to King Trade's Collected Item List. Items and their descriptions may be viewed all at once, in order by type, or by individual type. This menu is handy if you're shopping and want to purchase something you used to own, but cannot quite remember its function.



ALCHEMY RECIPE BOOK

As the heroes continue on their journey, King Trade eventually decides to reestablish the ancient practice of combining items to form new ones in a device called an alchemy pot. The combination of two or more items is called a *recipe*. All of the alchemy recipes that the heroes successfully combine, read about in books, or hear rumors of are collected and catalogued in King Trade's Alchemy Recipe Book. This book is viewable both from the Battle Records menu and the Alchemy Pot menu.



Recipes can be viewed all at once, or according to the type of resultant item. It's also possible to view only those recipes that have been heard of or hinted at, but haven't been used to create an item.

If the resulting item or the ingredient is a known item, the name will appear in a black font. If the item produced from the recipe is unknown, three red question marks are shown. If the party has only a vague idea of what the item or the ingredient might be, a clue appears in green letters.

Battle Records: Another method of opening the Battle Records menu, detailed in the next section.

Alchemy Pot: Opens the Alchemy Pot menu, when available.

Monster Team: Opens the Monster Team menu and allows you to select available monsters to fight in Morrie's Monster Arena. More details on the arena are provided in the "Side Quests" chapter.

BATTLE RECORDS MENU

While King Trade accompanies the heroes on their journey, he keeps a log of everything they experience. Trade records data on enemies defeated, items handled, and alchemy pot recipes collected. View this information in the Battle Records menu.

The main page of the Battle Record displays the log overview, including statistics such as the distance travelled, the battles fought and won, and other facts regarding your adventure. Choose one of the three options to view one of Trade's collected volumes.

DEFEATED MONSTER LIST

All of the creatures that the party defeats in battle are added to the Defeated Monster List. Various statistics are listed for each monster, such as Experience Points (EXP) and gold coins (Gold) acquired when the monster is defeated, the number defeated thus far, and any items it's dropped. Items must be dropped by the creature at the end of the battle in order to be added to the Defeated Monster List. The monster's main habitats are also listed.

Movement

Move the character around towns, castles, dungeons, and the field with the left analog stick. The character moves in the same direction onscreen as the left analog stick. Therefore, if you move the left analog stick left, the character runs toward the left side of the screen. Move the left analog stick to the right, and the character goes right. Move the left analog stick up, and the character moves toward the horizon. Move the left analog stick down, and the character moves toward the screen. The character can also move in any diagonal direction relative to the movement of the left analog stick.



The character's speed of movement is determined by how far you move the left analog stick. Move the left analog stick as far as it will go to run at full speed, or only a little way to walk. The directional button can be used to make the character walk as well.

Walking is sometimes better than running, especially if the ground is icy or slippery. Running over an icy bridge can be dangerous, because the party might fall over the edge!

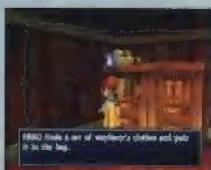
MUNCHIE

Munchie is the small mouse-like pet of the Hero. However, he serves a greater purpose than just being cute and fun to play with. Munchie is tiny enough to crawl into small holes in walls, especially if the party is having trouble getting inside a locked room. Once Munchie is on his own, you can guide his movement the same as any of the other characters. Use the left analog stick to maneuver, and press the **B** button to perform a forward roll for fun. Since Munchie is so tiny in stature, he can't jump up and unlock doors for the Hero to walk through. But perhaps there's something in the room that's light enough for Munchie to carry back to his master...



Acquiring Items

Aside from winning battles, the second best way to improve the fighting abilities of the characters is to collect the best possible items and equipment. There are several ways to collect items. To get the most out of the game, be sure to practice all of the following item acquisition techniques, all of the time.



TYPES OF ITEMS

Finding items is important, but knowing what to do with those items is essential. Keep in mind the types of items on hand, and use them as soon as needed to keep the characters healthy, strong, well protected, and fighting at full potential in every battle.



MEDICINES

Medicines take the form of herbs, roots, mixtures, elixirs, and potions. You can use medicines only once, and they disappear from the inventory when used. They can be used in the field or during combat, if contained in a character's personal inventory.

SEEDS

A character can eat a seed to improve an attribute. This allows you to develop characters more effectively than by simple leveling up, by strengthening the defence of a character who seems to take too much damage from physical attacks (Jessica), for example, or by boosting the agility of a slower character who's always getting left behind (Yanguis).

MISCELLANEOUS USE ITEMS

Miscellaneous items include field-affecting items and attack items usable in combat. For instance, phials of holy water stop random battles with weaker monsters from occurring as long as their effects are active or the character remains in the area of effect. Chimera wings can be used to warp the party instantly to any previously visited town or city, when they need rest or additional supplies. A rockbomb shard is an attack item that can be used in combat to cause damage to all enemies. This category also contains unique items such as Baurnen's bell, which summons a sabrecat for riding swiftly across long distances.



CHEESE

The Hero can feed cheese to Munchie during combat, provided that a piece is handy in the Hero's personal inventory. What happens when Munchie eats certain types of cheese in battle, no one knows. We leave it to you to experiment during battle and find out the surprising results on your own. A variety of cheeses with various effects can be created in the alchemy pot.

ALCHEMY ITEMS

Some items are used exclusively in the alchemy pot. When combined with one or two other items, they mix together to form a new item. For instance, fresh milk and remnet powder have no use individually. But when combined in the alchemy pot and allowed to simmer, the two mix together to form plain cheese. And we all know what happens to Munchie when he eats cheese during battle. Or do we?

RARE COINS

By opening certain chests or defeating special monsters, the party can acquire rare coins that can be sold or traded at a high profit. Although coins can be sold to any merchant, mini medals are another story. Someone in the world is rumored to be searching for them...



IMPORTANT ITEMS

Important items often serve a function in the game when the party merely possesses them. For instance, owning the world map allows you to view the entire world at a glance when travelling in the field. The thief's key allows the party to unlock treasure chests that may have extra security. Some important items are found or received, and some are created in the alchemy pot. Sympathetic people along the journey will hand many important items to the party. Most important items have a story-driven purpose and may be required by other non-player characters in the course of events. If you acquire an important item and have no idea what to do with it, speak with all of the people you've met. With the item in your possession, they may have something of relevance to say.



WEAPONS

Of the five types of equipable items in the game, weapons are perhaps the most interesting! A weapon improves the attack power of the character who wields it. The type of weapon also determines whether the character can attack one enemy or several enemies per turn. Without weapons, the character must rely on leveling and bare mitts to get the job done. Then again, maybe there's something to be said for barehanded brawling...



ARMAMENTS

Armaments are divided into four types of protective items that a character can wear to improve his or her durability in combat. Armaments include suits of armour, shields, helmets, and certain accessories. Stronger armour reduces the amount of damage taken during battle. Sometimes armaments may have additional benefits, such as reflecting spells or regenerating the wearer's HP every round. Check item descriptions in the menu for details.

ACCESSORIES

Small accoutrements, such as rings and bracelets, that improve one of a character's attributes are known as accessories. Equipping such items may raise a character's attack, defence, wisdom, or agility, improving damage, protection, magical power, or combat speed, respectively. Accessories may also have a secondary ability, such as making a wearer resistant to certain status ailments.

TYPICAL ITEM LOCATIONS

When you're searching towns, go into homes and places of business to find useful items and equipment. In dungeons or caves, items are often located in side rooms off the main corridors. Items are rarely out in the open, but are usually inside containers of various types. If you learn to identify the types of containers that may hold items, finding plenty of useful things to wear or sell should be no problem.

BARRELS AND POTS

Wooden barrels and clay pots can be picked up by the character, carried around, and then shattered on the floor. If an item is inside the barrel or pot, the character obtains it immediately.



To pick up a barrel or pot, stand facing the object and press the **○**, **□**, or the **L3** button. You can throw the container immediately, or carry it to a clearer spot. Press any of these three buttons a second time to toss the breakable object to the ground, smashing it.



CABINETS

You can open cabinets with doors while searching towns and castles for items. Stand facing the cabinet doors, and press the **○**, **□**, or the **L3** button to open them and search the inside. If an item is available, the party collects it immediately.



ITEM BAGS

Bags hung from pegs on walls may also contain items. To search a hanging bag, face it and press one of the search buttons. The character sticks his arm in and feels around.



BOOKSHELVES

Sometimes important books can be found on bookshelves. By reading these sagey volumes, you might be able to learn clues regarding upcoming challenges. Some books contain interesting information regarding the history of the world in which the characters live. However, some bookshelves contain absolutely nothing of interest. Whenever you decide to stop and glance across the titles on the book spines, you risk wasting your time, but the rewards can be great. Some books may allude to recipes for the alchemy pot. This is, in fact, the number one method of learning alchemy recipes in the game.



CHESTS

Treasure chests must be opened from the front, so examine the chest in first-person view if needed to determine which side to stand near. Press the search button to open the chest and collect the item inside. Be cautious, however, because horrible monsters called mimics like to pretend to be treasure chests sometimes; if a party opens a chest that turns out to be a mimic or a cannibox, a fierce battle ensues.

Some treasure chests are locked and require a special key to open them. There are three keys in the game that will unlock a sealed treasure chest: the **thief's key**, the **magic key**, and the **ultimate key**. Each key is greater than the last and opens more types of treasure chests. Once you find the ultimate key, all the previous keys can be discarded or used in the alchemy pot, if possible.



DEFEATED ENEMIES

Sometimes when the party wins a battle against a monster party, one or more of the monsters may drop an item. This is another way to acquire items. If you need an item for the alchemy pot, and you know that a particular monster in a certain region sometimes drops that item, do some additional hunting there for a while.

ALCHEMY POT

Certain items can only be acquired by combining them with other items in the alchemy pot. Therefore, it can be hard to discard or sell any item because it may be a key ingredient in a rare mixture. We leave it up to you to determine which items must be obtained via alchemy. This research shouldn't be hard, especially if you use the recipes found in the "Alchemy Pot Recipes" chapter.



NON-PLAYER CHARACTERS

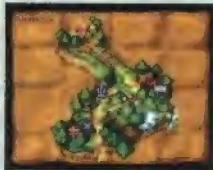
Anybody you meet during the course of the adventure who's not in your party is considered a non-player character, or *NPC*. These NPCs are the number one source of clues and information in the game, and speaking with them is the best way to learn where to travel next and what dangers may lie in wait there. Speak to any NPC by approaching within a few steps of them, facing them, and pressing the **•**, **○**, or the **L3** button.

NPCs move around and live their lives just like ordinary people. For this reason, they're usually not found in the exact same location after the sun goes down. Many times, the things an NPC says at night differ from what they say during the daytime. Therefore, it's important to speak to everyone in the light of day, and again after dark.



MAPS

While visiting a populated town, city, or castle, press the **•** button to view a colorful hand-drawn map of the area. Maps show the streets and buildings, which can aid navigation. Icons placed over important locations in town show you where to stop for a night's stay, a quick confession, or a stout drink.



MAP ICONS

	Inn
	Item Shop
	Church
	Gold Bank



TOWNS AND CASTLES

When travelling through populated areas, the party normally doesn't encounter monsters unless they invade a town in the course of the story. Therefore, it's alright to relax and take things easier when you're hanging out with the locals. Towns also have several beneficial services that the party can take advantage of, usually for a price.



The party can rest at a local inn, either overnight or until evening, usually for a fee. Whether you decide to stay until evening or overnight, resting at an inn fully restores the HP and MP of all party members. The rate differs from town to town and depends on how many people you have in your party. Usually, the towns you visit later in the game will charge higher rates per person. Please note that staying at an inn will not bring back a fallen party member.

By staying overnight, the party can set out at first light when the monsters are weaker. By resting until evening, the party can visit areas at night when the circumstances are different, or cross the fields when the monsters are more challenging.



Merchants set up permanent stores in towns. Typically, these peddlers stock an assortment of items and equipment that protect travellers from the monsters in the region. For example, the peddlers in Farebury sell weaker equipment for a lower price, whereas the merchants in Ascantha sell more expensive gear. The monsters in the Kingdom of Ascantha are much more powerful and dangerous than the ones near Farebury, so it all makes sense.

When you want to see what a merchant has for sale, observe proper etiquette by speaking to the clerk from across the counter. If you go behind the counter and speak to a merchant, typically they won't sell you items. However, they may still have something interesting to say...



Pubs are where the common folk gather, along with the ronin and rogues. The town pub is the place to go if you're looking to meet someone important, or if you want to hear the local gossip and rumors.



CHURCHES

A priest or a nun inside a church, usually standing behind an altar, will hear the party's confession for free. Confession is a fancy way of saying your progress in the game. Anytime you want to stop playing, warp back to the nearest town and make a confession before quitting the game.



GAME BASICS

Churches offer many other helpful services, as listed on the church menu. Many of them require a donation, which sometimes costs more than you want, or can afford, to pay.

DIVINATION

The priest or nun looks deep into the soul of each character and determines how many more experience points he or she needs to accumulate before reaching the next level. Divination is free, and it's extremely useful when you're planning whether to push onward or spend some time hunting monsters in the field.



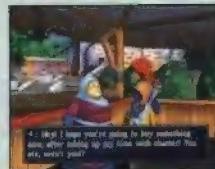
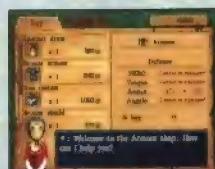
RESURRECTION

Death is a reality of battle, and when allies fall in combat, the entire party is weaker as a result. Retreat to the nearest church and seek the aid of a priest or nun in resurrecting dead characters. The church requires a fee to bring each deceased character back to life. The clergy quotes the amount of gold coins required to perform this action. The higher the level of the deceased person, the more gold coins the church requires.

If the entire party falls in battle, the bodies are collected and taken to the church in the nearest town you've visited. All characters are revived automatically, at a cost of half the party's gold coins.

PURIFICATION

Poison is a status ailment that continues afflicting characters even after battle. If an antidote or the proper spell isn't available, return to the nearest church and seek the aid of a priest or nun. Purification is an extremely cheap service. The further from civilisation you go, the more it will cost you.



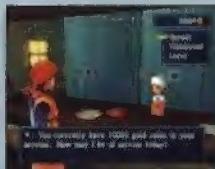
BENEDICTION

Curse is another status ailment that affects characters in the field. Although some enemies can curse characters during battle, the effect is usually temporary. However, some weapons and equipment are cursed permanently. When they're equipped, the character becomes cursed immediately and cannot take action in battle. The only way to remove the cursed equipment is to return to a local church and seek benediction services. Benedictions aren't nearly as cheap as purifications, and the amount of gold coins required is determined by the affected character's level.



GOLD BANKS

A few major cities and even a few offbeat locations provide financial storage solutions. The point of giving money to Gold Banks for safekeeping is to avoid losing half your earnings if the party is wiped out in battle. The church cannot touch money stored in a Gold Bank, so it's safe. Gold Banks become available as the party explores new areas, so be sure to store most of your wealth there, and carry only what little gold coins you need to get by.



Houses

Many people live in towns, and they generally dwell in houses. Speak to the people inside these homes, and search their cabinets, barrels, pots, bags, and chests for useful items. Some people obviously have no idea what kinds of cool stuff they have tucked away in their cupboards, because they don't seem to mind parting with it!

CASINOS

Gambling halls in the towns of Pickham and Baccarat provide a fun diversion from the trials of saving the world from evil. To play the slots, bingo, and roulette, you need tokens. There's usually a counter inside the casino where you can buy them, at a rate of 20 gold coins per token. Try to keep the price of a token in mind when you're placing bets of five or more on a single spin of the wheel. Tokens can be exchanged for the weapons, equipment, and items offered at the exchange counter, also located inside the casino. As long as you have at least a single token, you can view all the wares that are available at the exchange counter to determine how many tokens you will need for the item you want.



Wells

Towns need a source of water, and many have old-fashioned wells. The characters can climb down into a well and find hidden chambers underneath the towns. The discarded items you find inside a well may turn out to be of great benefit to the party!



DAY AND NIGHT EFFECTS

The daytime is when towns usually have the most activity. At night, many of the townspeople traipse home for some well earned rest. As nighttime settles in, NPCs change locations and shops close. The only places that stay open 24 hours are the churches, inns, and casinos. Sometimes people lock their front doors against intruders, so it may be harder to search for items at night. But some citizens only come out after dark, so perhaps the nightime is just as good a time as any to visit a town!



FIELD

Whenever the party leaves the comforts of a town, city, or castle, they enter a giant wilderness known as the field map. While moving in the field, the heroes encounter randomly generated parties of monsters roughly every 10-25 steps, depending on the terrain and the time of day. Without the safety of nearby inns and churches, search and survival skills in the field are extremely important.



COMPASS

While you're navigating in the field, a directional compass appears in the lower-left corner of the screen. Use the compass to move north, south, east, and west. Sometimes certain NPCs will tell the party to head south to find a certain location. Without a world map handy, the compass is the best tool to help you get there.



TERRAIN

The type of terrain the character walks upon determines several factors, including the frequency of monster encounters and the types of monsters. Areas with plenty of trees are referred to as forests, sandy areas are beaches or deserts, and everywhere else is fields. Even walking on a dirt road is safer than walking in the green grass. Pay careful attention to the type of terrain surrounding the character.



The party takes constant damage when walking over certain types of terrain, such as poisonous swamps. The types of monsters in swamps are more likely to inflict status ailments on characters as well.

FIELD TREASURE CHESTS

Look for lone treasure chests while navigating across the field map. Most of them aren't located right by the beaten path, but rather behind cliffs or at the edges of lakes. Field treasure chests contain items just like the ones located in towns and dungeons. Many field treasure chests are locked and cannot be opened until you find the proper key.



EIRD finds a farmer's scythe and puts it in the bag.

INFAMOUS MONSTERS

In certain areas in the field, monsters are visible on the map. As the character approaches, the monster may run away or may rush forward and attack. If it attacks, a battle begins. Monsters that are visible in the field are unique creatures that aren't encountered anywhere else in the game. Some infamous monsters only appear at night while others only appear during the day. Certain ones also appear in as many as four different locations! If you defeat them, infamous monsters often drop rare coins that can be sold for high amounts of gold coins. And you may find out that the infamous monsters serve another purpose in the game, if you talk to the right people...



DAY AND NIGHT IN THE FIELD

The more time you spend exploring the field map, the darker the day becomes. As dusk fades and the stars come out, the situation changes in the field. Not only is the environment harder to see, but the monsters you encounter at night are much tougher than the ones you fight during the day. When inexperienced characters are caught

in the field at night, it may be a wise idea to warp back to the nearest town and sleep in a safe inn bed. Better than recklessly plunging forward and losing allies in unnecessary battles, especially when you consider how much it will cost to resurrect them. Then again, if the encounters in your current region have started to lose their flavor, perhaps traveling at night is just the challenge the party needs to keep leveling up at a good pace.



GAME BASICS

TRANSPORTATION

Because traveling the field requires the party to go long distances, it's impossible to reach all parts of the world on foot. Once you've explored the farthest reaches of the eastern hemisphere, the party must seek out some means of sea travel. Then you can chart the vast oceans and find out what else this fantastic world has to offer. The party continues to have random battles against monsters that board the ship at sea.



Dock the ship by moving toward any piece of land until the option to disembark appears onscreen. The party docks the ship and goes ashore to explore on foot. To board the ship again, move along the ship's portable pier until the characters take to the seas once more. Using chimaera wings or a Zoom spell is no problem, because the ship changes location to be conveniently accessible to the party no matter where they go.



Great sabrecats are another way of travelling long distances quickly. To acquire a sabrecat for riding, the party should speak to someone who trains them for a living. You can dismount from a sabrecat at any time by pressing the **B** button. The party continues having random battles while riding sabrecats, although at a greatly reduced rate per distance. Perhaps another means of easy travel is available... something in the sky?



DUNGEONS

The term *dungeon* refers to any unpopulated indoor location with a heavy concentration of monsters, possibly a few tricks and traps, and maybe one or two environmental puzzles to unravel. You'll also run into the leaders of the monsters, also known as the *bosses*.



MOBILE STATUES

Sometimes you can move objects such as statues across flat areas. To move an object, face the side of it and press the **△**, **□**, or the L3 button to grab hold. Then use the directional button or the left analog stick to make the character push the object forward, left, or right, or to pull it backward. Statues can be moved in one of four directions, depending on where the character is facing. To move the statue at a slightly better angle, change to another side of the statue and try moving it from there.



LEVERS AND SWITCHES

Machinery in dungeons presents a conundrum. Pulling a lever or switch may help the party down the road, or it may release a trap that instantly springs into action! Levers sometimes reveal hidden corridors or raise collapsed mechanical staircases so that the party can access new areas.



TRAPS

You'll find various types of traps in dungeons. What looks like a perfectly normal door could be a spring-loaded trap that pushes the party through a hole in the floor to the level below, so they have to fight their way back up. Another setback is when you navigate through a room improperly and are locked in a corridor leading back to the starting point, rather than heading for the exit. Whenever you begin to sense a trap, it's better to stand still and think about how to proceed, rather than plunging blindly ahead.



DANGEROUS GROUND

As in the field, walking on certain types of terrain may cause damage to the party, such as purple or green acid pools and spiked floors. When the character starts flashing red and you hear a striking sound effect, it means that everyone in the party is suffering small amounts of damage with each step.



COMBAT

Your party lines up directly across from the monster party, in the order determined by the Line-up function in the main menu. Characters at the head of the line-up are more likely to be targeted, and more likely to take damage from enemy attacks. During combat, you issue menu commands to the characters. The characters then carry out their orders when it's their turn. The monsters respond with attacks or actions of their own. When all monsters and all characters have had a turn, one round of combat has passed.



Read the following sections to better understand the combat system, and to learn how to resolve conflicts swiftly and efficiently with the least amount of damage to the party.



RANDOM ENCOUNTERS

Every step the onscreen character takes into a monster-filled region or dungeon is counted, and this count determines when the next battle occurs. In the field, the characters can walk roughly 20-25 steps before triggering an enemy encounter. In rougher terrain, such as the forest, beach, snow, or desert, battles occur every 15-20 steps or so. In dungeons, battles occur every 10-20 steps, depending on the difficulty level of the lair. Sudden battles triggered by character movement are known as *random encounters*. Speaking to or touching unique monsters or NPCs may also trigger battles.



ROUND COMMANDS

At the start of each round, the Round Command menu appears. Before doing anything else, you can flee from battle. Intimidate and try to scare the enemies off, or change each character's battle tactics.

Fight: Issuing this command opens the Character Turn Command menu, where you input commands for characters who are set to Follow Orders. Characters set to automatic tactics behave accordingly.

Flee: This command makes the party flee from battle. Whether or not the party gets away depends on whether escape is allowed. During many event battles, fleeing isn't permitted. However, during most random encounters, the party has a chance to escape.

The chance of fleeing is determined by a number of factors. Although it is mainly based on luck, there are other things to consider. For example, the more turns that take place in battle, the higher the chance there is to flee. Also, if the party's level is much higher than the monsters' level, the chance to flee is 100%. If one or more characters are killed during battle, try to flee in the next round to avoid complete annihilation. Fleeing prevents characters from receiving experience points or gold coins, even if monsters have been eliminated.



After fleeing, use Item mode to return to the nearest town with a church if you're low on HP.

Intimidate: This command makes the characters attempt to frighten off enemies, reducing the size of the monsters' party and making it easier to win the battle. The character who's first in the lineup gets the first chance to try. Making an ugly face and screaming, he or she tries to drive off the monsters.

Intimidating monsters may scare them away from the battle, or it may have the opposite effect. Higher-level monsters may become enraged and get an extra attack. Therefore, it's not wise to go around intimidating monsters haphazardly, especially when your party is at very low levels or are just entering a new region. Each time you give the Intimidate command, the next character in the lineup tries to intimidate the enemies. Intimidation never works on boss monsters, but it may drive off any unleveldings serving them.



TACTICS

This command allows you to change how characters are controlled during the course of the battle. Characters set to the Follow Orders tactic are controlled manually using the Character Turn Command menu. Characters who have been assigned any other tactic fight automatically, casting spells and using abilities according to the tactic selected. Tactics can also be changed between battles using the main menu. The Hero cannot be assigned a tactic; you have to input his commands every round.



Show No Mercy: Characters unleash their most powerful attacks against foes, regardless of MP cost or item consumption.

Fight Wisely: Characters use spells and abilities with minimal MP cost, unless they or an ally are close to death.

Focus on Healing: Characters use healing spells and abilities on any ally in the party who's below their maximum HP.

Don't Use Magic: Characters use only physical attacks to strike foes. Be sure to switch to this tactic when characters are running low on MP.

Get Psyched Up: The character psyches up to increase tension every turn until strong enough to cause high damage. The character won't attack or use spells or abilities until the appropriate amount of tension is reached.

Follow Orders: The default setting for all new party members. You manually input a command for each character every round. This is the surest way to make sure each character is behaving appropriately during combat.

CHARACTER TURN COMMANDS

When you select the Fight command from the initial command menu, the Character Turn Command screen appears. You can choose battle commands for the Hero and any other characters who are set to the Follow Orders tactic.

ATTACK

The character physically assaults the targeted enemy or enemies. Equipped weapons determine whether characters can strike single or multiple targets, and strengthen their attack. Physical attacks are the best way to defeat most monsters.



SPELLS

As characters reach higher levels, they will automatically learn some magic spells for use in combat and in the field. Some spells can be learned only by speaking to a certain NPC. Choosing the Spell command opens the selected character's Spell menu. Move the cursor to highlight spells, and choose an appropriate one based on the situation and the spell's description. Most spells require MP consumption and cannot be cast if the character has 0 MP. Replenish MP by consuming items such as magic water or elfin elixir, or by resting at an inn.



ABILITIES

After gaining a few levels, characters start to receive skill points upon leveling up. While the victory display is still active, you can distribute skill points to any of the characters' weapon or personality skills. When enough skill points are attributed to a skill, the character learns a new ability.



Abilities associated with weapons might only become available in combat when a character equips a certain type of weapon. Many abilities consume MP and cannot be used if the character has insufficient MP remaining. Abilities tend to allow characters to damage enemies while inflicting status ailments upon them.



DEFEND

When you issue the Defend command, characters raise their guard (and/or a shield, if equipped) in preparation for attack. The character can do nothing else for the remainder of the round. Note that if the enemy's attack value is low and the party's defence value is high, there is a higher chance that the enemy's attack will miss. Issue the Defend command if it looks like the enemy is about to perform a particularly powerful attack that could greatly reduce the characters' HP or even kill them.



ITEMS

Choose this command during combat to view the personal inventory of the selected party member. Characters cannot use items stored in the Bag during combat, so it's important for each hero to tote around a few healing items and perhaps some powerful attack items, such as a piece of cheese or a rockbomb shard. Some weapons and armour pieces can be used during combat to cast spells, so try filling your characters' inventories with a variety of items and using them in combat.



PSYCHE UP

This command causes the character to focus their energies, raising their tension level. No other action can be performed during the turn. Each time a character's tension level rises, all of his attributes increase. This means that characters can cause more damage with their attacks or spells, are slightly less likely to be hit, sustain less damage from enemy attacks, and administer greater healing when items or spells are used.

The first time a character psyches up, his or her tension increases by 5. The second time, it increases by 20. So it's important to psyche up at least twice just to be serious about it.

On the third attempt, there's a chance of failure to psyche up. The character doesn't lose any tension, but doesn't gain any either. If the third attempt is successful, the character's tension increases by 50. At this point the character reaches a state of *high tension*.

As characters increase in experience level, past level 20, they can reach an even higher tension level. Reach a tension increase of 50, then try to psyche up again to a tension increase of 100. In this extremely intense state, you can even kill powerful foes with one strike.

When there are many enemies in the monster party, it's difficult to psyche up because the characters leave themselves vulnerable to attack. It may be wiser to have one character psyche up and attack while the rest of the party performs regular attacks and healing procedures every round. During boss fights, when the party usually faces only one foe, it's easier to spend the first few turns raising tension.

However, observe boss monster attack patterns and use tension appropriately. Many boss monsters can drop the tension level of one or more characters back to normal, negating all the effort it took to psyche up. If a boss is capable of this, avoid spending too many turns trying to psyche up to higher levels.



When facing monsters, try to keep tension levels raised!



Certain monsters can use tension to make themselves stronger and harder to defeat.

After choosing an attack, spell, or ability from the Character Turn Command menu, you need to choose an appropriate target for the attack. Move the cursor across the row of enemies, and select the foe that's most likely to cause the most damage or inflict status ailments that could impair the party or prevent them from attacking.



EARLY STRATEGIES

Targeting is extremely important during the early portion of the game, especially when only Yanguis and the Hero are playable. In every battle, the first order of business is to reduce the number of enemies in the monster party. This way, the enemies get fewer turns to act. When your party enjoys more turns per round than the enemies, healing and raising tension becomes much easier.

As should be evident in even the very first battle in the woods west of Faribury, Yanguis is a bit stronger than the Hero and inflicts more damage. This means Yanguis can defeat an enemy in a single turn, whereas the Hero may need to attack a foe two or more times to defeat it. When you're targeting enemies, make sure that the Hero targets one foe while Yanguis targets another. Yanguis should have no problem wiping out his enemy, while the Hero's foe is wounded but still active. On the next turn, have Hero finish off the enemy he attacked in the previous round, while Yanguis targets the third foe.

If you use targeting properly, this strategy enables you to eliminate three foes in two rounds. If the Hero and Yanguis both target the same foe every turn, you'll find that Yanguis is always cleaning up after the Hero. The longer a battle goes on, the more opportunities your foes will have to attack, and the more restorative items your party will therefore need to consume.

THE PARTY EXPANDS

Even after more members join the party, targeting remains important. Jessica uses multiple-target spells and weapons such as whips. With her abilities, she can target and strike groups of same-species monsters that are in line. For example, if a monster party consists of a slime, three candy cats, and another slime, Jessica can attack the three candy cats simultaneously with a whip or a multi-target spell. Since the candy cats separate the two slimes in the lineup, Jessica cannot strike both slimes at once.

Therefore, command Hero to target the first slime, command Yanguis to target the last slime, and command Jessica to target the three candy cats in the middle. At the end of the first round, one slime should be dead, along with one or more of the candy cats in the middle. The other slime and the remaining candy cats should be wounded and easy to take out in the next round. With this strategy, you can take out a large number of foes in as few rounds as possible.



GAME BASICS

FOUR FOR ONE AND ONE FOR ALL

When Angelo finally joins the party in the fourth spot, targeting becomes less of a concern. Use the first round to increase the attack power or defence of the characters with Angelo's spells, or heal up in preparation for impending damage. Continue forming strategies that remove as many enemies from the battlefield as possible, as quickly as possible, reducing the number of enemy turns and enabling the party to retain the upper hand.

Sometimes one or more highly powerful foes appear in a party, as well as several weaker enemies. If it's evident that a character can't take out one of the bigger foes in a single turn, it may be more efficient to spend the first round taking out all of the smaller foes. For instance, if a monster party consists of three she-slimes and three hammerheads, take out all of the she-slimes immediately. Although the hammerheads cause more damage than the she-slimes, the monster party has fewer turns available per round because the smaller foes are all eliminated. Now it should be easy to double-team the hammerheads for the next few rounds until they're defeated.



Defeat any monsters with character-debilitating abilities before the ones that only perform normal attacks. For instance, if one of the monsters can inflict Curse, rendering one of your characters immobile for the next several turns, that monster must die as soon as possible!



Enemies that can summon additional enemies to join the battle are your highest priority. Dingalings are some of the first enemies that can call allies to their aid. When they ring, they call forth an endless number of powerful jargon monsters. The party's survival depends on eliminating the dingalings immediately, no matter how many jargons appear in the meantime.



INITIATIVE

After you've issued commands to all characters with Follow Orders as their tactic, the battle ensues. How quickly a character can execute his or her action is based on their agility attribute, in comparison to the agility of allies and the monster party. For instance, of all the party members, Jessica's agility is usually the highest, so she will most likely act first. Yangus's agility is a lot lower, and therefore he probably won't get to attack until after all of the others. In fact, depending on the enemies, Yangus might have to wait until after all of the enemies have had their turns too!



Screenshot: *Angelo's Adventure*

Pay attention to how initiative is working out in battles. If a character like Yangus isn't effective during a fight, equip him with agility-boosting rings or accessories. After all, Yangus is the heavy hitter. The sooner he attacks, the less damage the party sustains from enemy hits.

SURPRISE ATTACKS

Occasionally, the party may get the jump on a monster party when a battle begins. This is indicated by a battle message at the bottom of the screen that the monsters are "too stunned to move." This means that none of the enemies have any turns for the first round, allowing you to act first. Use this opportunity to attack the enemies and reduce their numbers, to heal, or to psyche up and build tension.

Sometimes monsters ambush the party and get to perform attacks or actions without allowing the heroes to counterattack. It may be important to spend the first round healing characters who have sustained multiple hits before you return fire.



Screenshot: *Angelo's Adventure*

HEALING

Damage from enemy attacks reduces the party members' hit points (HP). When a character's HP drops to zero, he or she dies. Dead characters can't act in battle and don't receive experience points from defeated foes. To prevent beleaguered characters from dying, use items and magic to replenish their HP.



In the field, the best method of healing is with magic spells. The Hero and Angelo both learn healing magic fairly early on, so it falls to them to keep the rest of the party in shape. Make sure the Hero and Angelo get to wear the best protective equipment possible, so that they die less often and can heal or revive the others. Yangus might also learn a few minor healing spells, depending on how his skill points are assigned. However, magical healing is only possible as long as the spell caster has magic points (MP) remaining.

In the early stages of the game, before the Hero learns to heal magically, you must use items to regain HP. Purchase plenty of medicinal herbs at shops, and be sure to transfer them to the personal inventory slots of Yangus and the Hero. Even after the characters start to learn healing spells, make sure each character carries a few herbs just in case MP runs low. This is a good strategy to consider until Angelo joins the party.

The best method of restoring HP and MP is at an inn. For a reasonable price, the party can sleep in a comfy room and wake up some hours later with full HP and MP. Don't get too comfy, though. If the party never ventures farther than the first inn, how can you ever finish the quest?

MP can only be recovered during battle by consuming magic water or elfin elixir, or by using certain abilities. These items aren't sold at most shops and are rarely found in towns, dungeons, or the field. When the party starts running low on MP, the best idea is to return to the nearest town and get some rest.

RESURRECTION

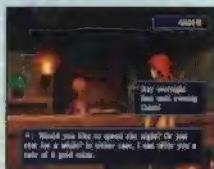
As mentioned previously in this chapter, you can resurrect fallen comrades by visiting a church and making a sizable donation to the clergy. As characters like Angelo and Jessica increase in experience, they begin learning spells that resurrect fallen allies during a battle or in the field. Lower-level resurrection spells have a chance of failure, however, so it could take several turns and MP to get a dead man back on his feet. However, using Zing or Kazing spells to revive allies is better than going to a church. As the game wears on, the fees get higher, and higher, and higher...

STATUS AILMENTS

Enemies can inflict a variety of conditions that inhibit your party's abilities in combat. Learn to identify status ailments quickly, and try to keep the proper mixtures of items or spells on hand to remedy the situation. Prevent status conditions by equipping the proper armour and accessories, depending on the enemies in the area. You can lose a battle quickly if everyone isn't fighting at their full potential. You can use status ailments against enemies as well, giving the party a further advantage in combat. Any status ailment that expires after a few combat turns will also be lifted when the battle ends.

Death: A character dies if their HP falls to zero. Revive dead characters by visiting a church or casting Zing or Kazing spells.

Poison: Poisoned characters continually lose HP until the condition is cured. Poisoning continues to affect characters after the battle is over, draining HP each time they take a step. Use antidote items or the Squelch spell to cure poisoning.



Sleep: Sleeping characters cannot perform in battle and lose turns as a result. Physical attacks can sometimes wake a character up, depending on how deeply asleep they are. Spells cannot awaken a sleeping party member, even if they're taking damage. Cure sleepiness with the Tingle spell. Otherwise, sleep typically wears off after a few rounds.



Confusion: When stars swirl around an ally's head, he cannot tell friend from foe. Confused characters may attack themselves or others. Confusion wears off after a few rounds, and sometimes abates when an enemy attacks.

Kithraill

Some monsters are capable of seducing or charming allies into not fighting. Entranced characters usually have hearts swirling around their heads, and will not attack until the effect wears off.



Paralysis: Paralysis prevents the character from moving for several combat rounds, rendering him or her useless and vulnerable. Cure paralysis with the Tingle spell. It also wears off on its own, though you may be in for a long wait...



Laughing/Dancing/Stun: Many monsters do funny things to catch the party off-guard. A character who is laughing or dancing loses a turn. The effect doesn't last longer than one round.



Knocked Down: Some monsters strike so hard that they can knock an ally right off their baseplate. Allies who have the wind knocked out of them lose two to three turns before they can get back up.



Curse: A Curse is an evil spell, often cast by the undead or the servants of darkness. It prevents characters from acting in battle for several turns.



Blindness/Mild: Characters blinded by light or maimed in illusions cannot see as well as normal. Although these characters can act in battle, their ability to successfully attack and cast spells is greatly reduced, often resulting in a miss. Illusions and blindness wear off after several rounds, or at the end of battle.



Critical: When a character's HP drops low enough, they double over in pain between turns, and their name changes from the normal white font to yellow. If their HP drops still lower, they crumple over even more and their name turns orange. When a character's HP falls to critical status, heal them as quickly as possible.



Attribute Up/Down: Certain spells, cast by enemies and allies alike, can raise or lower attributes such as attack, defense, and agility, improving or decreasing the combat abilities of the characters.

Victory

When the final monster falls, the party achieves victory. Experience points are awarded to all surviving party members, and all of the monsters drop a predetermined amount of gold coins. Some monsters will also randomly drop items. If a character has enough experience to increase in level, a special message is displayed along with a sound effect.



Learning Spells and Skills

Characters who level up at the end of a battle may learn new magic spells. They may also receive skill points, which you can assign to the character's weapon or personality skills. After adding skill points to any of the character's attributes, their skill level may increase. Sometimes a skill level increase allows the character to cause more damage with the specified weapon. Skill level increases also allow characters to learn new abilities.

Although we prefer to leave the allocation of skill points to your discretion, we suggest that you don't spread them out. If a character is equipped with a certain type of weapon, it may be best to increase the skill level of that type in order to achieve benefits in the short term. Therefore, the character becomes more powerful with the weapon in hand, rather than with a weapon type you don't own.



FAREBURY REGION

WORLD MAPS

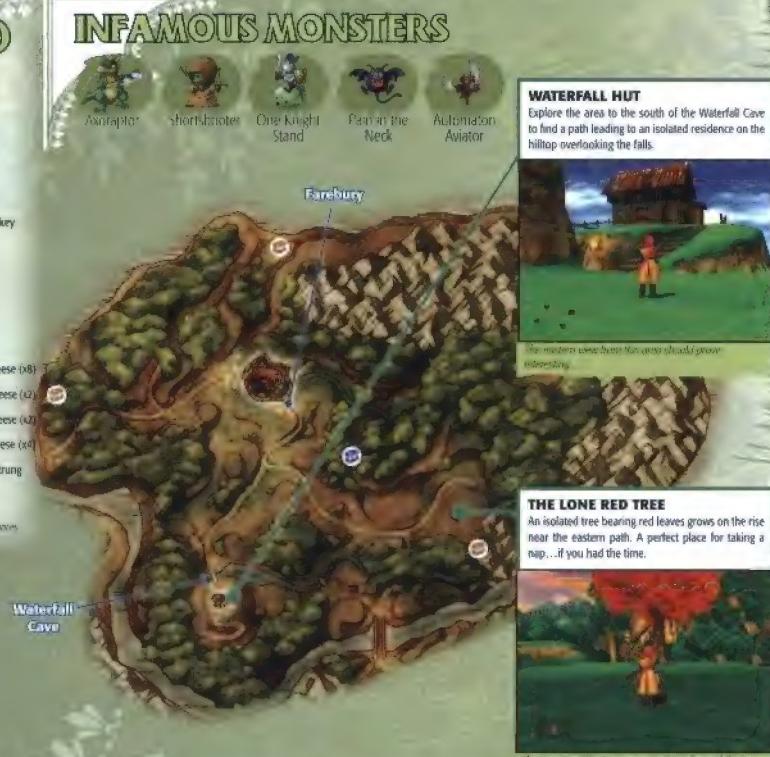
MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Item Bag

ITEMS FOUND

- | | |
|--|----------------------|
| | 82 gold coins |
| | Plain cheese (x8) |
| | Cured cheese (x4) |
| | Angel cheese (x2) |
| | Mild cheese (x1) |
| | Highly-strung cheese |
| | |

*Appears upon finding special circumstances.



WATERFALL HUT

Explore the area to the south of the Waterfall Cave to find a path leading to an isolated residence on the hilltop overlooking the falls.



The modern convenience has never really grown interesting.

THE LONE RED TREE

An isolated tree bearing red leaves grows on the rise near the eastern path. A perfect place for taking a nap...if you had the time.



An unexpected bonus tree appears in the bogs of the moor after you speak to a certain woodland man.

MONSTER APPEARANCES

FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
2	Candy cat	10	0	2	2
3	Lips	11	0	2	3

FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
5	Satyr	15	0	3	4
7	Bunicorn	16	0	5	5
*11	Mecha-mynah	9	4	5	8

FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
2	Candy cat	10	0	2	2
6	Capsichum	15	4	3	3
7	Bunicorn	16	0	5	5
9	Firespirit	14	3	5	4

FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
4	Dracky	10	0	2	3
9	Firespirit	14	3	5	4
12	Bubble slime	20	0	5	2
13	Dancing devil	20	0	7	10
*17	Beetleboy	16	0	12	10

*Appears only in southeastern portion of region.

FAREBURY

Recommended Level: 1



AREA MAPS

MAP KEY

- Inn
- Church
- Armour Shop
- Pub
- Weapon Shop
- Well
- Item Shop

ATLAS

FAREBURY REGION

ITEMS FOUND

2 gold coins	Cypress stick
3 gold coins	Antidotal herb
4 gold coins	Medicinal herb
4 gold coins	Seed of defence
5 gold coins	Medicinal herb
7 gold coins	Leather shield
8 gold coins	Antidotal herb
10 gold coins	Medicinal herb
20 gold coins	Pot lid
Medicinal herb	Medicinal herb
Antidotal herb	Cypress stick
Holy water	Dagger
Plain clothes	Mini medal
Plain clothes	Chimaera wing
Chimaera wing	Thief's key recipe



WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Cypress stick	10G	Hero
Oaken club	110G	Yanguis
Granite mallet	240G	Yanguis
Copper sword	270G	Hero, *Jessica (knife skill)
Boomerang	420G	Hero

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Bandit's grass skirt	35G	Yanguis
Wayfarer's clothes	70G	Hero, Yanguis, Jessica, Angelo
Leather armour	180G	Hero, Angelo
Leather shield	70G	Hero, Yanguis, Angelo
Leather hat	65G	Hero, Yanguis, Jessica, Angelo

ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Antidotal herb	70G	N/A
Chimaera wing	25G	N/A
Plain clothes	30G	Hero, Yanguis, Jessica, Angelo

NOTEWORTHY LOCALS



Kalderasha

Once a great fortune teller, people used to come from far and wide to obtain the legendary foresight and advice offered by "The Great Kalderasha."

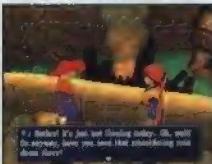
However, his clairvoyant abilities have become less reliable over time. Is it simply that Kalderasha is losing his uncanny ability, or is there something else behind the sudden decline in the accuracy of his fortune telling?



Valentina

The sweet, caring daughter of Kalderasha lives with her father in the house near the town's well. Valentina is greatly concerned by the recent

decline in her father's fortune telling abilities. Although Kalderasha seems willing to pretend that his senses are as keen as ever, Valentina knows why her father's renowned abilities have waned.

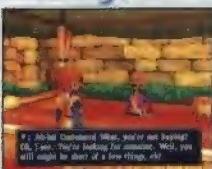


** / Bartebell: If it's just been raining recently, you might want to check around here. You never know where Master Rylus might be.*

Speak to every character in Farebury. Any one of them could be Master Rylus, or may know where he is.

Seeking to treat King Trode's malady by finding the culprit who is responsible, the journeying heroes make their first stop in the small, fortified town of Farebury. There, they hope to track down the legendary Master Rylus and gain his support in determining where the evil Dhoulmagus has fled. By speaking to the townsfolk of Farebury, the adventuring party can learn about Master Rylus and perhaps a few other interesting things, too.

SHOPPING IN FAREBURY



** / Merchant: Come now, what are you up to? Oh, I see... You're looking for equipment, eh? Well, you still ought to have a few coins, right?*

The merchants in Farebury offer a variety of items and equipment to help get this journey started. For every problem is finding the gold coins to pay for it!

Farebury has many shops featuring various types of useful items and equipment. Unfortunately, the party only have a small amount of gold coins in their possession. Use some of those gold coins to purchase some **medicinal herbs**, available at the item shop just inside the main gate. Until the heroes acquire more gold coins, most of the equipment in Farebury will remain beyond your reach.

BUYING FROM A MERCHANT

When attempting to purchase goods from a merchant, address him or her from the proper side of the counter. By approaching a shop clerk from behind the counter, he or she will only respond with friendly conversation.

UNDER-THE-COUNTER ITEMS

In one case, it is advisable that the party go behind the counter to speak to the clerk. Speak with the armour shop clerk from inside his marketplace stand. He offers an invaluable item for 500 gold. When the party acquires enough gold, return to Farebury and speak with him again. Pursuing this merchant's under-the-counter item may prove beneficial, so do whatever he says and follow any clues that he provides.

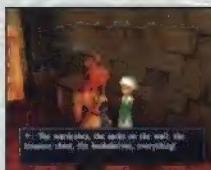


** / Clerk: Ahem... And speaking of... I'm afraid I have to charge you 500 gold for this item.*

The armour shop clerk offers an especially rare item for a staggering price, but the reward for pursuing this item is definitely worth the cost!

FINDING ITEMS

Note the inclusion of several **medicinal herbs** in the Items Found list at the start of this section, in addition to other valuable traveller commodities. To find items in Farebury, pick up and throw barrels and clay pots to reveal hidden goods. Enter the buildings and dwellings and open cabinets and treasure chests to find items as well. Lastly, don't forget to search inside bags hanging from the walls! Have fun searching and try to find all the items and gold coins listed in the Items Found list!



** / Woman: ...and the best place to look for items is in the buildings and dwellings. You never know what you'll find.*



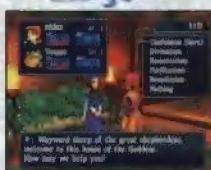
Search inside bags hanging on the wall to find items and gold.

Farebury's pub has two entrances, as do many other shops in town. The back door of the establishment leads to the bartender's area, behind the counter. Make a point to search around the bartender's area to perhaps find some additional items.



** / Bartender: There is a locked chest in the back room. You'll need to speak to everyone in town to learn clues about it.*

SAVING YOUR PROGRESS



** / Priest: Welcome to the great abode of the Goddess. Believe me, this house of the Goddess... How lucky we are to be here!*

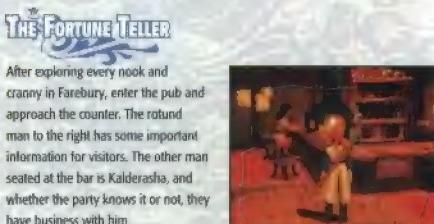
Save to the priest because the other places in the day, or the ones standing off to the side of night, to access the Church menu.



** / Priest: ...and the Goddess's aid in curing various status ailments inflicted during battle. The "Divination" option requests that the priest determine the number of Experience Points each character requires to reach the next level.*

Don't forget to search all of the back rooms inside the church to find useful items and meet interesting people.

It's also possible to ascend to the bell tower that overlooks all of Farebury!



** / Fortune Teller: Approach Kalderasha to trigger a string of storyline events in Farebury.*

WATERFALL CAVE

Recommended Level: 6

ITEMS FOUND

- Waterfall Cave map
- Leather hat
- Copper sword
- Chimaera wing
- Crystal ball
- Medicinal herb



AREA MAPS

MAP KEY

Treasure Chest

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
4	Dracky	10	0	2	3
9	Firespent	14	3	5	4
10	Mischiefous mope	15	0	4	5
11	Mecha-inyah	9	4	5	8
12	Bubble slime	20	0	5	7
13	Dancing devil	20	0	7	10
15	Skiper	21	5	12	10
22	Hammerhood	33	0	21	9



HAMMERHOOD GUARD

A hammerhood blocks the doorway on the second dungeon level. Speak to this monster to find out what it wants. With a little bravery, it's possible to get this monster to move from the path.



This Hammerhood is longer than most, but other enemies inside the elevator can use this as the only appearance of a hammerhood in this area.

ATLAS

TARREBURY REGION

ALEXANDRIA REGION

WORLD MAPS

MAP KEY

Treasure Chest

ITEMS FOUND

Slime earnings

100 gold coins

Seed of strength

Seed of life

INFAMOUS MONSTERS



Buffalo tail



Fimbul Director



Quicksilver



MONSTER APPEARANCES

FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
14	Bodkin archer	21	2	10	8
15	Skipper	21	5	12	10
16	Drackmage	19	6	9	7
19	Fungoul	22	0	13	12
23	Jailcat	29	6	19	8
27	Spiked hare	42	0	30	13

FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
16	Drackmage	19	6	9	7
17	Beetleboy	16	0	12	10
19	Fungoul	22	0	13	12
22	Hammerhood	33	0	21	9
27	Spiked hare	42	0	30	13

FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
11	Mechu-imyah	9	4	5	8
20	Fencing fox	25	8	20	16
22	Hammerhood	35	0	21	9

BEACH—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
16	Drackmage	19	6	9	7
24	Frogface	36	6	20	13
25	Sea urchin	16	4	24	20
26	Man o' war	35	0	23	12
29	Tubby	41	2	31	18

FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
17	Beetleboy	16	0	12	10

ALEXANDRIA

Recommended Level: 8

AREA MAPS



MAP KEY

- Inn
- Church
- Armour Shop
- Well
- Weapon Shop

AXIS

ALEXANDRIA REGION

ITEMS FOUND

- 5 gold coins
- Wayfarer's clothes
- 11 gold coins
- Seed of magic
- Medicinal herb
- Holy water
- Chimera wing
- Plain cheese
- Jessica's outfit
- Jessica's letter



WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Oaken club	110G	Yanguis
Giant mallet	240G	Yanguis
Copper sword	270G	Hero, *Jessica (knife skill)
Boomerang	420G	Hero
Stone axe	550G	Yanguis

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Leather kilt	220G	Yanguis
Scale armour	350G	Hero, Angelo
Scale shield	180G	Hero, Yanguis, Jessica, Angelo
Medicinal herb	8G	N/A
Holy water	20G	N/A
Chimera wing	25G	N/A



NOTEWORTHY LOCALS



Bangerz

Bangerz is a rascally youth who seems to have designated himself as the official town guard. Although he displays a natural animosity toward

outsiders, he greatly favors Jessica Albert and anyone associated with her.



Rosalind

Rosalind is the mother of Jessica Albert. Her family is currently in mourning following a tragic loss. For this reason, she does not want Jessica to leave the family estate in Alexandria.



Mash

Mash is basically Bangerz's accomplice, which makes him second in command behind Alexandria's self-appointed guard. He follows Bangerz just about anywhere, except out of town.

RECENT TRAGEDY IN ALEXANDRIA

Although the official "welcome" here may come as quite a surprise, speak to all of the citizens and merchants of Alexandria to learn about the recent events that have unfolded regarding the town's most prominent family, the Alberts. After doing so, walk up the nearby hill and enter the mansion.



Most of the citizens are very knowledgeable regarding recent events in the area, plus they all seem to know about the tragic history of the Albert family.

Find out more facts by speaking to the staff of the mansion, and Rosalind and Lorenzo on the second floor. Bangerz and Mash guard the door to Jessica's quarters and refuse to allow anyone inside. This means that there must be another method of entry. Head through the northwest door of the mansion and ascend to the attic. Speak to the maid there to view a telling clue.



Search the attic walls for a key to continue exploring the mansion in Alexandria.

TOWER OF ALEXANDRA

Recommended Level: 5

ITEMS FOUND

- 7 gold coins
- Seed of strength
- 11 gold coins
- Scale shield
- 22 gold coins
- Antidotal herb
- Tower of Alexandria map
- Medicinal herb
- Medicinal herb
- Moonwort bulb
- Seed of agility
- (7) Item not found until later

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
12	Bubble slime	20	6	5	7
16	Drakkmage	19	6	9	7
17	Beetleboy	16	0	12	10
18	Imp	28	0	15	11
19	Fungoul	22	0	15	12
21	Headlime	24	12	18	15
24	Frogface	36	6	20	13

AREA MAPS

MAP KEY

- Treasure Chest
- Breakable Pot
- Breakable Barrel





"When it's time to end the Tower of Alexandria, we'll drop from the side of the bridge. You turn and it'll be a nice shortcut!"

PORT PROSPECT

Recommended Level: 11

AREA MAPS



MAP KEY

- Inn
- Church
- Armour Shop
- Pub
- Well
- Weapon Shop
- Item Shop

ITEMS FOUND

- Chimaera wing
- 17 gold coins
- Medicinal herb
- Holy water
- Seed of wisdom

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimaera wing	25G

ARMOUR/WEAPON SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Stone axe	550G	Yanguis
Iron lance	750G	Hero
Farmer's scythe	910G	Yanguis
Leather kilt	320G	Yanguis
Scale armour	350G	Hero, Angelia
Scale shield	180G	Hero, Yanguis, Jessica, Angelo



Wise Women of Skills

Speak to the two women standing underneath the awning near the armour/weapon shop (during the day or night) to learn a few tips regarding weapons, each character's different skills, and allocation of skill points when characters level up.



Spoke to either woman... remember the awning for tips on how to improve character attacks and abilities.

Port Prospect's Herb Merchant

During the daytime, a young lady stands on the path between the market portion of town and the lighthouse where the pub is located. Speak to her to learn that she sells an unknown type of herb for 10G. Choosing to buy one from her turns out to be either a great deal, or a waste of money. She may sell a medicinal herb (which is usually cheaper at any item shop), or she may hand over more valuable herbs. If the heroes have any spare gold, purchase some herbs from this woman to see if any bargains are available.



ATLAS

ALEXANDRIA REGION

Find the same woman standing near front of the lighthouse during the daytime and try your luck at buying herbs.

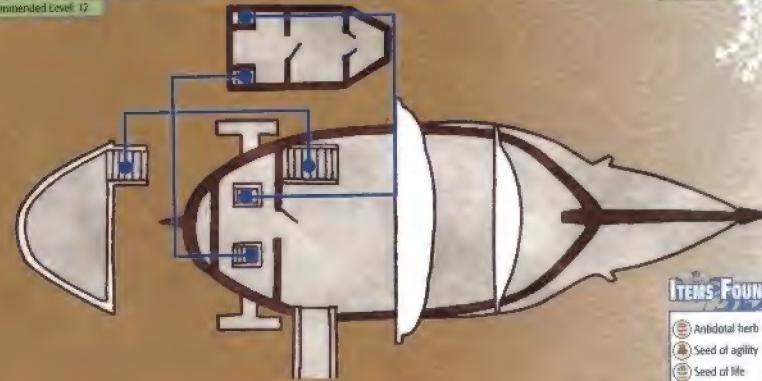
MONSTER MESSAGE

Find and speak to a friendly monster located somewhere in Port Prospect. What this monster has to say could prepare the heroes for the rough waters ahead...



FERRY

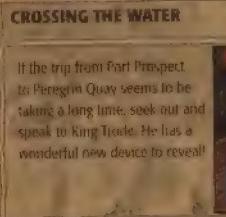
Recommended Level: 12



AREA MAPS

ITEMS FOUND

- | | |
|-------------------|------------------|
| • Antidotal herb | • 12 gold coins |
| • Seed of agility | • Medicinal herb |
| • Seed of life | • 10 gold coins |
| • Medicinal herb | • Bronze knife |
| • Pot lid | |



If the trip from Port Prospect to Pilgrim Quay seems to be taking a long time, seek out and speak to King Trade. He has a wonderful new device to reveal!



MAELLA REGION

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- | | |
|---------------|------------------|
| Magic water | Seed of strength |
| Stone axe | Seed of wisdom |
| Feathered cap | Bunny tail |
| Seed of magic | Mini medal |

INFAMOUS MONSTERS



Peregrin Quay

Maella Abbey

Simplington



MONSTER APPEARANCES

FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
8	Site-Slime	18	0	8	6
26	Winky	40	0	32	12
28	Chamine	38	0	36	11

FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
28	Chamine	38	0	36	11
29	Giant moth	36	6	37	12
30	Dingaling	28	4	31	16
31	Jargor	73	0	64	32
33	Bullfinch	40	0	30	14
38	Morphean mushroom	45	0	40	11

FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
30	Dingaling	28	4	31	16
31	Jargor	73	0	64	32
33	Bullfinch	40	0	30	14

NORTHEASTERN AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
32	Scorpion	40	4	42	8
38	Morphean mushroom	45	0	40	11
39	Brownie	53	0	43	12
45	Hell hornet	37	0	51	12
49	Treeface	64	0	67	23

FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
25	Lump mage	38	12	31	18
29	Giant moth	36	6	37	12

PEREGRIN QUAY

Recommended Level: 12



ITEMS FOUND

8 gold coins	200 gold coins
Chimaera wing	Boomerang
Antidotal herb	Mini medal
Seed of defence	Seed of magic
Medicinal herb	Leather kilt
Iron nail	Medicinal herb
	Oaken club

ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	
Antidotal herb	10G	
Holy water	20G	
Chimaera wing	25G	

ITEM SHOP LIST*

ITEM	COST (G)	EQUIP ON
Cypress stick	10G	Hero
Pot lid	40G	Yanguis, Jessica
Bandana	45G	Hero
Hairband	150G	Jessica
Slime earrings	400G	Hero, Yanguis, Jessica, Angelo

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Bronze knife	190G	Jessica
Thorn whip	350G	Jessica
Iron lance	750G	Hero
Farmer's scythe	910G	Yanguis

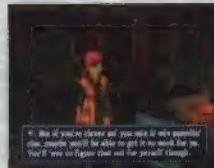
ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Scale armour	350G	Hero, Angelo
Silk robe	420G	Jessica, Angelo
Chain mail	500G	Yanguis
Scale shield	180G	Hero, Yanguis, Jessica, Angelo
Pointy hat	70G	Yanguis



The Thief's Key

Enter the inn and speak to the traveller seated at the table. The man gives an **iron nail** to the party. Combine this item with a bronze knife in the alchemy pot and let the ingredients bubble for a while. Spend the interim speaking with other townsfolk, or proceed through the inn into the wilds of the Maella region to battle new enemies. If you choose the latter course of action, we strongly recommend setting out at dawn rather than at night, because the enemies are much tougher on the new continent!



Speak to the traveller from Port Prospect, now seated inside the inn, to obtain a vital alchemy pot item:

While continuing to play, listen for the chime of the alchemy pot. When the chime sounds, open the pot, wherein the party will have concocted the **thief's key**. This special key opens many of the locked chests encountered throughout the game, especially on the field map. Remember that there were some locked chests as far back as Farebury...

AREA MAPS

MAP KEY

	Inn
	Armour Shop
	Weapon Shop
	Church
	Pub



The thief's key opens many, but not all, of the locked treasure chests in the world.



ALCHEMY POT TIPS: STARTER RECIPES

After making the thief's key, do not let the alchemy pot sit idle just because you do not know any recipes. A wide variety of weapon and armour upgrades can be created to make the characters a little bit stronger, while saving a nice chunk of gold in the meantime.

Kick things off with new hats for everyone. By combining a leather hat with a chimaera wing you can make a **feathered cap** (Defence 9). Combine two bandanas to make a **turban** (Defence 8). Stick a bunny tail (dropped randomly by local enemies) onto a hairband to make Jessica some **bunny ears** (Defence 14).

Boost your defence even more by giving the Hero or Yangus a sturdy new shield. Throw a leather shield and a bronze knife into the alchemy pot, and out comes a **bronze shield** (Defence 10).

Whip together a few new weapons, too. Upgrade Jessica's leather whip to a **snakeskin whip** (Attack 23) by combining it with a scale shield, resulting in a significant power upgrade and creating a rare item not sold in any shops. Combine two farmer's scythes to make a powerful and pricey **iron axe** (Attack 38).

You can sell any one of these items for much more than the cost of its ingredients. So there's no reason not to keep cranking out these items for profit! When no other ingredients are on hand, just toss a pair of medicinal herbs into the pot to produce more powerful doses of **strong medicine**.

RECIPE SUMMARIES

Turban = bandana + bandana

Bunny ears = hairband + bunny tail

Feathered cap = leather hat + chimaera's wing

Bronze shield = leather shield + bronze knife

Snakeskin whip = leather whip + scale shield

Iron axe = farmer's scythe + farmer's scythe

Strong medicine = medicinal herb + medicinal herb

THE CLOSED ITEM SHOP

After creating the thief's key, help the man in the market area who was having trouble opening treasure chests. The equipment he sells may not seem very advantageous at this point in the game, however, such things may prove very useful now that the alchemy pot is at your disposal...



Use the thief's key to open the locked chests in the marketplace area. The merchant there opens a shop selling items vital to the alchemy pot.

MAELLA ABBEY

Recommended Level: 12



ITEMS FOUND



26 gold coins



Holy water



Mini medal



Mini medal



Mini medal



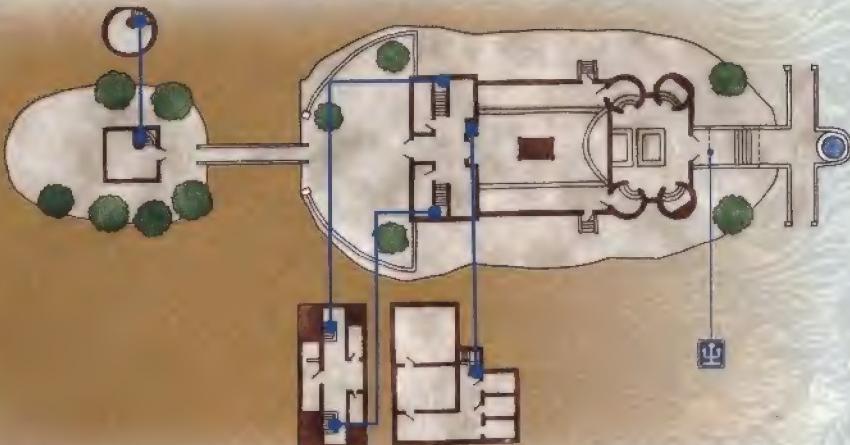
World map



AREA MAPS MAP KEY

Church





NOTEWORTHY LOCALS



Marcello

The Captain of the holy order of the Templars commands his men with a mixture of fear and respect. All save Angelo, a Templar who often

disregards Marcello's orders and threats, even to the point of outright lying to Marcello's face. The Templar Captain has a peculiar air about him. Although he appears to be benevolent and—at times—even helpful to the party, he may be someone to keep an eye on.

Abbot Francisco

The Abbot of Maella would appear to be somewhat reclusive, living in a little mansion on a small island surrounded by a moat behind Maella Abbey. But this is not the summary of his character; he is in fact quite fond of seconghand jokes and bad puns. The books in the private library within his dwelling contain jokes and witticisms reflecting the lowbrow nature of his humor. Yet Abbot Francisco remains a good natured and benevolent holy man, having taken in and raised orphans such as Angelo and Marcello, as well as most of the Templars. If the heroes can find a means to appease the Abbot's scores of fervent bodyguards, perhaps he can shed some light on Dhoulmagus's plans.

LIFE AMONG THE TEMPLARS

Proceed through the abbey to an enclosed courtyard. Approach the double doors at the end of the outdoor area where two guards stand. The guards become threatening and even violent in their efforts to prevent the party from entering the Templar's area and visiting the Abbot. It looks like the heroes may need assistance from someone inside the Templar group. Perhaps such a person could be found in one of the nearby towns?



The guards refuse to allow the party access to the Templar's dorms and Abbot Francisco's residence.

SIMPLETON

Recommended Level 13



ITEMS FOUND

- 6 gold coins
- Templar's ring
- Mini medal

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Rapier	300G	Angelo
Thorn whip	550G	Jessica
Wizard's staff	1500G	Jessica, Angelo
Long spear	1700G	Hero
Sledgehammer	1700G	Yanguis

ITEM SHOP LIST

ITEM	COST (G)	PURCHASE ON
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Holy water	20G	N/A
Chimera wing	25G	N/A
Chain mail	500G	Yanguis
Turban	410G	Hero, Yanguis

WHERE THE SIMPLE FOLK LIVE

The weapon and item shops are located on the upper level of the pub. Speak to the two men seated at the table near the bunny girl waitress (she's close to the dumb waiter) to learn about the Simpleton economy and to view their list of available items.



The men found on the upper level of the pub have items for sale.



AREA MAPS

MAP KEY

- Inn
- Item Shop
- Armour Shop
- Church
- Weapon Shop
- Pub



WANT TO BE STARTING SOMETHING?

Trouble seems to be brewing in the pub. Speak to the men gathered around the table in the corner of the downstairs level to initiate a chain of events that eventually forces the heroes outside. After receiving a special item, the party will be able to explore sections of the Templar's dormitory in Maella Alibey that were previously inaccessible.



Speak to the men seated around the table from the bugs depicted in this screenshot to get the bug rolling in Simpleton.

RUINED ABBEY

Recommended Level: 34

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
32	Drackyma	33	6	28	9
33	Bullfinch	40	0	30	14
34	Bag o' laughs	34	10	35	25
35	Skeleton	46	3	41	15
36	Metal slime	4	Infinite	1350	5
40	Flyyuu	39	8	44	16
44	Mummy bay	73	0	55	9
52	Walking corpse	94	0	59	11
62	Cannibox	61	12	76	110

ITEMS FOUND

Waterweed mould	Mini medal
Mini medal	50 gold coins
Iron nail	Ruined Abbey map
Randi's grass skirt	Bronze shield
	Cannibox



METAL SLIMES

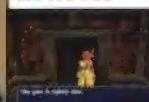
Ocasionaly, a metal slime may appear with groups of enemies within the Ruined Abbey. Dealing damage to them is extremely difficult, but try anyhow. If you can manage to defeat a metal slime before it runs away, each party member receives a huge amount of experience!



Attack direction after defeating them
killing the metal slimes. If left alone, metal slimes will flee.

A ONE-WAY DOOR

You can only open the tightly shut door that separates the two sections of Level 3 from the north side. If your party is on the south side of the door, you can return to Level 2 and use the ladder to explore the north side of Level 3.



AREA MAPS

MAP KEY

- Treasure Chest
- Breakable Pot
- Treasure Chest, requires thief's key
- Breakable Barrel
- Cabinet

RIVER OF SLUDGE

Each step taken through the purplish sludge that divides the large chamber on Level 4 causes damage to all party members. However, it's possible to use the debris strewn about the room to safely navigate from one side of the chamber to the other. Don't slip!



Use the unbroken debris to walk slowly over the river of sludge. Avoid falling into the muck or the entire party suffers damage.



ALCHEMY POT TIPS: INGREDIENTS IN THE RUINED ABBEY

There are two key alchemy pot ingredients located inside the Ruined Abbey. One is the iron nail and the other is the gold rosary, which you obtain upon defeating the boss inside the dungeon. Use them to produce some significant weapon upgrades for the Hero.

If you spent the Hero's skill points on boomerang skills, then combine the iron nail with a boomerang to produce a **reinforced boomerang** (Attack 32). If you allocated skill points to the Hero's Spear ability instead, then mixing the gold rosary with a long spear will produce an equally exciting weapon, the **holy lance** (Attack 39).

RECIPE SUMMARIES

Reinforced boomerang = boomerang + iron nail
Holy lance = long spear + gold rosary

ATLAS

MAELLA REGION

KINGDOM OF ASCANTHA

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- | | |
|-----------------|------------------|
| 154 gold coins | Mini medal |
| Chain mail | Steel broadsword |
| Seed of life | Agility ring |
| 230 gold coins | Seed of magic |
| Seed of defence | Mini medal |
| Seed of agility | Silk robe |
| Fresh milk (x5) | |

INFAMOUS MONSTERS



RIVERSIDE CHAPEL

This church on the eastern side of the bridge is also the site of the cheapest resting spot in the country.



RIVERSIDE COTTAGE

The small cottage on the western bank of the river that divides the Kingdom of Ascantha is the homestead of an elderly lady whose beloved granddaughter serves the King of Ascantha. This is important information to remember later on.



Always visit the cottage on the outskirts of the Kingdom of Ascantha.

MONSTER APPEARANCES

WEST OF RIVER—FIELD, DAY

NO.	NAME	HP	MP	EXP	GOLD
8	She-slime	18	0	8	6
21	Headlimes	24	12	18	13
31	Jargon	73	0	64	32
34	Bag o' laughs	34	10	35	25
39	Brownie	53	0	43	12
43	Puppeteer	75	12	45	21
46	Pan pipe	48	0	54	18

EMBANKMENT—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
36	Metal slime	4	Infinite	1350	5
50	Kisser	49	0	53	15
236	Khalamari kid	44	0	37	9
237	See urchin	16	4	24	20
240	King kelp	86	8	56	16

EAST OF RIVER—FOREST, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
37	Scorpion	40	8	42	8
39	Brownie	53	0	43	12
45	Hell hornet	37	0	51	12
49	Treeface	64	0	67	23
51	Diemon	64	10	58	19

WEST OF RIVER—FIELD, NIGHT

NO.	NAME	HP	MP	EXP	GOLD
21	Headlime	24	12	18	13
29	Giant moth	36	6	37	12
38	Morphean mushroom	45	0	40	11
40	Fly guy	39	8	44	16
43	Night sneaker	52	12	52	20
44	Mummy boy	73	0	55	9
47	Slime knight	52	4	55	22

EAST OF RIVER—FIELD, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
21	Headlime	24	12	18	13
47	Slime knight	52	4	55	22
48	Night sneaker	52	12	52	20

EAST OF RIVER—FIELD, NIGHT

NO.	NAME	HP	MP	EXP	GOLD
44	Mummy boy	73	0	55	9
50	Kisser	49	0	53	15

NORTH OF RIVER—FIELD, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
48	Clockwork cuckoo	32	0	56	31
51	Diemon	64	10	58	19
53	Fat bat	52	5	61	9
56	Chimaera	54	6	64	12
79	Boh	80	Infinite	65	16

WEST OF RIVER—FOREST, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
27	Spiked hare	42	0	30	11
32	Drachyma	33	6	28	9
36	Morphean mushroom	45	0	40	11
39	Brownie	53	0	43	12
45	Hell hornet	37	0	51	12
47	Slime knight	52	4	55	22
78	Mum	65	20	68	25
80	Jum	75	10	60	4
81	Boe	68	10	59	4

EAST OF RIVER—FIELD, DAY

NO.	NAME	HP	MP	EXP	GOLD
26	Winky	40	0	32	12
39	Brownie	53	0	43	12
41	Puppeteer	75	12	45	21
78	Mum	65	20	68	25
80	Jum	75	10	60	4
81	Boe	68	10	59	4

NORTH OF RIVER—FOREST, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
48	Clockwork cuckoo	32	0	56	31
49	Treeface	64	0	67	23
51	Diemon	64	10	58	19
53	Fat bat	52	5	61	9
56	Chimaera	54	6	64	12

EAST SHORE AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
16	Drackmage	19	6	9	7
50	Kisser	49	0	53	15
236	Xhalamari kid	44	0	37	9
239	Yolouy	41	2	31	18
240	Xung kelp	66	0	56	16

SOUTH OF ASCANTHA CASTLE—FIELD, DAY

NO.	NAME	HP	MP	EXP	GOLD
21	Headslime	24	12	18	15
34	Bay o' Laughs	34	10	35	25
35	Skeleton	46	3	41	15
43	Night sneaker	52	12	52	20
44	Mummy boy	73	0	55	9
50	Kisser	49	0	55	15

SOUTH OF ASCANTHA CASTLE—FIELD, NIGHT

NO.	NAME	HP	MP	EXP	GOLD
21	Headslime	24	12	18	15
34	Bay o' Laughs	34	10	35	25
35	Skeleton	46	3	41	15
43	Night sneaker	52	12	52	20
44	Mummy boy	73	0	55	9
50	Kisser	49	0	55	15

SOUTH OF ASCANTHA CASTLE—FOREST, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
18	She-slime	18	0	8	6
45	Hell hornet	37	0	51	12
49	Treeface	64	0	67	23
50	Kisser	49	0	53	15
51	Demron	64	10	58	19

ASCANTHA CASTLE

Recommended Level: 15

**AREA MAPS****MAP KEY**

- Inn
- Church
- Armour Shop
- Pub
- Weapon Shop
- Well
- Item Shop

**ITEMS FOUND**

Rennet powder	Mini medal
42 gold coins	Medicinal herb
Plain clothes	Red mould
Mini medal	Lady's ring
Mini medal	

ITEM SHOP LIST

COST (G)	EQUIP ON
8G	Medicinal herb
10G	Anitodal herb
10G	Rennet powder
20G	Holy water
25G	Chimera wing
30G	Moonwort bulb

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Dagger	350G	Jessica
Short bow	750G	Angelo
Wizard's staff	1500G	Jessica, Angelo
Edged boomerang	1500G	Hero
Steel broadsword	2000G	Hero, *Jessica (knife skill)

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Leather dress	380G	Jessica
Bronze armour	840G	Hero
Iron cuirass	1000G	Yanguis
Bronze shield	370G	Hero, Yanguis
Turban	410G	Hero, Yanguis
Slime earrings	400G	Hero, Yanguis, Jessica, Angelo

COW MILKING

Examine the cows grazing in the Kingdom of Ascantha and around the world to obtain **fresh milk**, a healthy source of calcium and also a useful item in the creation of various cheeses.



ATLAS

KINGDOM OF ASCANTHA



NOTEWORTHY LOCALS



Emma

The King's maid is a hard worker who attempts to keep her spirits up in spite of the current situation in the castle city of Ascantha. Find her in Ascantha and

speak to her when she is not busy carrying out her chores or praying in the local church. She may provide clues that could allow your party to intervene on behalf of Ascantha's troubled citizens.



King Pavan

Formerly a generous and benevolent ruler, something is deeply troubling the King of Ascantha, causing him to neglect his once-thriving

kingdom. The party must try to determine the cause of the King's malady to restore balance in Ascantha.

CITY OF SADNESS

Speak to the citizens of Ascantha to determine why everyone is wearing black. Your investigation of such matters will eventually take your party inside the castle. The events transpiring in Ascantha depend upon the time of day in which you enter the town. If you enter Ascantha at night, then the party can find Emma, the King's maid, praying for guidance in the local church. She will not provide any information while praying, so spend the night at the local inn or wait until morning for things to change.



If you enter Ascantha at nighttime, look for Emma who is praying in the local church.

During the daytime, Emma is located at the top of Ascantha castle's tower, attempting to coax the King from his chambers. After witnessing this event, follow Emma back down to the throne room and speak to her to find out what is going on with the King.



Locate Emma outside the King's chambers at the top of Ascantha castle. Follow her back to the throne room to determine what can be done to help the citizens of Ascantha.

THE THRONE ROOM AT NIGHT

To act upon the information provided by Emma, the party may need to stay at the local inn, just until nightfall. Nighttime is the only time of day that the King emerges from his chambers. His Majesty is located in the throne room. By attempting to speak with the King, the party can learn something that may help them unravel the mystery of the King's condition and herald a new beginning for Ascantha.



King Pavan

Just one more time, even in my dreams... only I could just see you one more time.

After the speech inspiring Emma, return to the dining room at night to find King Pavan.

RIVERSIDE COTTAGE (EMMA'S GRANDMOTHER'S HOUSE)

Return to the small house across the bridge from Riverside Chapel. Speak with Emma's grandmother and listen to the stories of Wishers' Peak and how to get there.



Be sure to speak to Emma's grandmother.

WISHERS' PEAK

Recommended Level: 16

ITEMS FOUND

- Wizard's staff
- Templar's shield
- Wishers' Peak map

MONSTER APPEARANCES

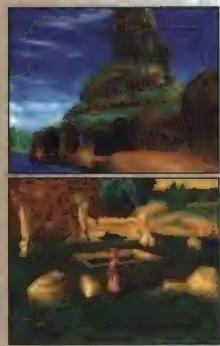
NO.	NAME	HP	MP	EXP	GOLD
21	Headlame	28	12	18	15
42	Bodkin bowyer	48	Infinite	45	17
44	Mummy boy	75	0	55	9
45	Hell hornet	37	0	51	12
47	Slime knight	52	4	55	22
49	Treelace	64	0	67	25
51	Dremor	64	10	58	19
52	Walking corpse	94	0	59	11
53	Fat bat	52	5	61	9

AREA MAPS



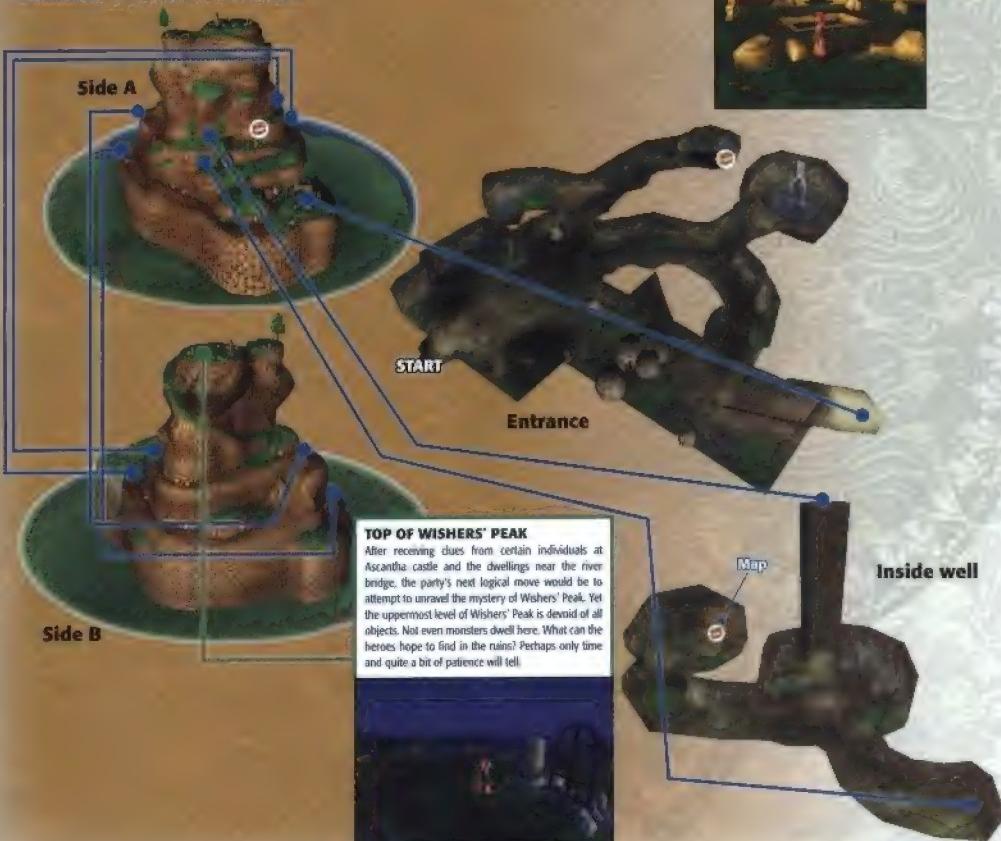
MAP KEY

Treasure Chest



ATLAS

KINGDOM OF ASCANTHA



TOP OF WISHERS' PEAK

After receiving dues from certain individuals at Ascantha castle and the dwellings near the river bridge, the party's next logical move would be to attempt to unravel the mystery of Wishers' Peak. Yet the uppermost level of Wishers' Peak is devoid of all objects. Not even monsters dwell here. What can the heroes hope to find in the ruins? Perhaps only time and quite a bit of patience will tell.

Plan ahead. Actions need to be thought out so present concerns may be answered.

PICKHAM REGION

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key
- Treasure Chest, requires ultimate key

ITEMS FOUND

- | | |
|--|-------------------|
| | Iron shield |
| | Leather whip |
| | 450 gold coins |
| | Farmer's scythe |
| | Fresh milk (x3) |
| | Seed of defence |
| | Mimic medal |
| | Seed of skill |
| | Gold ring |
| | Garter |
| | Flail of fury |
| | Mini medal |
| | Hambrand |
| | Mimic medal |
| | Seed of agility |
| | Spiked steel whip |

INFAMOUS MONSTERS



MONSTER APPEARANCES

PICKHAM AREA—FIELD, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
57	Hood	60	0	66	14

PICKHAM AREA—FIELD, DAY

NO.	NAME	HP	MP	EXP	GOLD
48	Clockwork cuckoo	32	0	56	31
59	Mindemon	58	5	59	11
60	Gorilla	65	0	65	10

PICKHAM AREA—FIELD, NIGHT

NO.	NAME	HP	MP	EXP	GOLD
52	Walking corpse	94	0	59	11
54	Night fox	56	6	56	16
58	Headhunter	54	0	62	18

WEST AREA—FIELD, DAY

NO.	NAME	HP	MP	EXP	GOLD
59	Mindemon	58	5	59	11
60	Gorilla	65	0	65	10

PICKHAM AREA—FOREST, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
49	Treelace	64	0	62	33
55	Papirian	54	6	47	10
56	Chimaera	54	6	64	12
58	Headhunter	54	0	62	18
60	Gorilla	65	0	65	18

WEST AREA—FIELD, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
57	Hood	60	0	66	14
64	Witch	68	12	66	22
70	Hipster	70	8	69	16

WEST AREA—FIELD, NIGHT

NO.	NAME	HP	MP	EXP	GOLD
54	Night fox	56	6	56	16
58	Headhunter	54	0	62	18

LAKESIDE CABIN

Use the world map to help locate a small cabin located just off the embankment of a small lake between Ascantha and Pickham. Not only is the night rate competitive with other inns in the region, but there just happens to be a wandering priest staying at this cabin who will be happy to hear confessions and provide other holy services.



The Lakeside Water Weaver on the strip of land between Ascantha and Pickham, is an old shopkeeper. He is

MONSTER ARENA

The infamous Monster Arena stands in the forest area just southeast of Pickham, but the doors are locked. There must be some key or some requirement to need to open the doors for the party.



If you can get a better song or the area for someone who might have a doe.

RED'S DEN

Several leagues southwest of Pickham, a small homestead has been encircled by tall trees and a man-made moat. This is the lair of Red, a notorious thief and someone from Yangu's past. Speak with Red to learn of recent dealings in the underworld.



If the player is seen something the players want she will want something in return. For instance, she has lost her eye and a certain jewel hidden in a tomb north of her homestead.

PICKHAM

Recommended Level: 17

AREA MAPS



MAP KEY

- Inn
- Church
- Armour Shop
- Weapon Shop
- Pub
- Well
- Item Shop

ITEMS FOUND

- | | |
|-------------------|------------------|
| 12 gold coins | Mini medal |
| Rennet powder | Seed of strength |
| Cowpat | Boxer shorts |
| Mini medal | Seed of life |
| Mini medal | Mini medal |
| Amor seco essence | 26 gold coins |
| 30 gold coins | Waterweed mould |
| Seed of wisdom | Fresh milk |
| 35 gold coins | Red mould |
| Bunny tail | 1000 gold coins |
| Chain mail | Power shield |
| Holy water | Mini medal |
| Magic water | Mimic |
| Mini medal | Rune staff |

ITEM SHOP LIST

ITEM	COST (G)	EQUIP. ON
Medicinal herb	8G	
Antidotal herb	10G	
Holy water	20G	
Chimera wing	25G	
Amor seco essence	170G	

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP. ON
Poison math knife	950G	Jessica
Hunter's bow	1700G	Angelo
Steel broadsword	2000G	Hero, Jessica (Knife skill)
Iron axe	2600G	Yangus
Holy lance	3700G	Hero

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP. ON
Bronze armour	840G	Hero
Leather cape	1100G	Angelo
Dancer's costume	1300G	Jessica
Iron shield	720G	Hero, Yangus
Iron helmet	1100G	Hero, Angelo



ATLAS

PICKHAM
REGION



NOTEWORTHY LOCALS



Mitts

A petty thief, Mitts gets the courage to steal people's treasured possessions out of a bottle. Yet when it comes to confrontations, even liquid courage

won't stop the cowardly crook from curling up like a paranoid porcupine. Mitts may have some information that the party desperately needs when a crisis arises. His storehouse, which is filled with purloined items, is located in the southwest part of Pickham.



Brains

This scholar is a well-known and widely respected source of information. A walking encyclopedia of knowledge and a brilliant

user of deductive reasoning, Brains is the first person Yangus thinks of when the party runs out of clues to Dhoulmagus's whereabouts. No one can understand why an intelligent and civil man like Brains wants to live in a run-down thief's den like Pickham. Yet this is where the party must search if they want to locate Brains.

Dodgy Dave

Whispered of in rumors all over Pickham, there is a merchant known as Dodgy Dave who works from a hidden location in town and trades for rare goods. He recognizes the usefulness of the party's alchemy pot, and will offer better than fair prices for rare items produced in it. Finding Dodgy Dave can be rather tricky, and may only be possible after the party has had to endure some rather trying times.



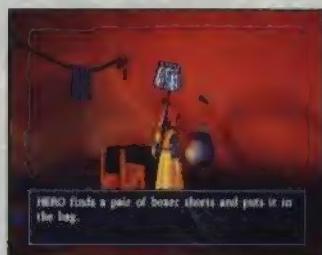
Trode finally finds a place where it is all right for him to mingle with the population without drawing unwanted attention. Unfortunately, Pickham is a hive of scum and villainy. While it is acceptable to speak to the residents to gather information, avoid giving anyone in town any money, with the exception of the legitimate shop merchants.



Aron's gives chores to those outside the tavern in the southeast alley of town.

SEARCH THE TOWN AND SEARCH WELL

Search the town to find items and speak to the citizens to gather clues regarding the Pickham region. Because Pickham is a town full of pickpockets, there are numerous stolen items located in every nook and cranny, so be sure to search high and low.

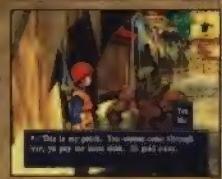


HERO finds a pair of boxer shorts and puts it in the bag.

Items are located in all sorts of places in Pickham. Leave no bag unsearched!

DO NOT PAY TO PASS

A rogue blocking the archway connecting the town entrance to the marketplace demands a bribe of 10 gold coins each time the party attempts to pass. This is a repeat, since the party can simply navigate through the nearby blacksmith's or down the other alley to reach the northern portion of town. At night, the man is fast asleep and does not present an obstacle.



* This is my post. You cannot sleep through yet, to pay me less than 10 gold coins.

PICKHAM CASINO

Just west of Pickham's entrance is a casino where travellers can try their luck at games of chance. Speak to the bunny girl behind the counter on the left to purchase game tokens at a rate of one token per 20 gold coins. Tokens are required to play the games and are redeemable for prizes such as rare items and equipment at the other counter across the way.



* Welcome, welcome, welcome To the shrine of recreation... The social stampin-ground of the gente... PICKHAM CASINO *

Speak to the bartender and tell her the reason you're here to play the games.



In Bingo, our chosen token... and keep your fingers crossed. Coming up to a Bingo is a thrilling experience!

appears in the upper-left corner of the screen. Each time a ball is chosen therefrom that does not score a Bingo, the multiplier decreases. If all 10 balls are drawn and no bingo is scored, the player loses and the game ends. But if the player scores a Bingo, then the player wins the initial bet back times whatever multiplier remains. Therefore, the sooner a Bingo is scored, the higher the winnings. However, Bingo is a passive game where the player has little control over when—or if—a Bingo is scored.

SLOT MACHINES

Examine any of the slot machines along the walls to try your luck and place a bet from one to five tokens. The number of tokens put down determines how many lines are valid. Therefore, by betting more tokens, the player can score three across in more ways, including horizontally and diagonally. The payouts for winning combinations are listed on the marquee at the top of the screen.



Start investing your idle tokens while to make bets or tokens on a spin shot, especially if you bet five tokens each time!

PICKHAM CASINO EXCHANGE

	ITEM COST	EQUIP ON
Magic water	100 tokens	N/A
Silver platter	500 tokens	Jessica
Agility ring	1000 tokens	Hero, Yangus, Jessica, Angelo
Titan belt	1500 tokens	Hero, Yangus, Jessica, Angelo
Rune staff	3000 tokens	Jessica, Angelo
Platinum headgear	5000 tokens	Hero, Angelo



ALCHEMY POT TIPS: PICKHAM CASINO ITEMS

Try to earn enough tokens to purchase two silver platters and toss them into the alchemy pot with an iron cuirass to make a sturdy **silver cuirass** (Defence 44) for Yangus.

Agility rings are great, but wouldn't it be nicer to achieve the agility boost without wasting a character's accessory slot? Mix an agility ring with a standard bandana to generate a **Mercury's bandana** (Defence 23) for the Hero. This headgear actually raises agility as well as defence!

Staves are often more useful for their inherent abilities than their attack bonuses. Instead of using the expensive rune staff in combat, consider combining it with a standard wizard's staff to make the **more powerful staff of antimagic** (Attack 41).

ATLAS

PICKHAM
SECTION

RECIPE SUMMARIES

Silver cuirass = iron cuirass + silver platter + silver platter

Mercury's bandana = bandana + agility ring

Staff of antimagic = wizard's staff + rune staff



Brains's residence is only accessible by navigating across the upper level of Pickham. Ascend the stairs near the second pub in the southeast corner of the town, then cross the upper level. Descend the stairs in the northwest corner to find the information dealer's home.

SWORDSMAN'S LABYRINTH

AREA MAPS

Recommended Level: 18



ITEMS FOUND

11 gold coins	Ambidotal herb
62 gold coins	Swordsman's Labyrinth map
Cowpat	Cannibox
Mini medal	Mini medal
Mini medal	Kitty shield
Red mould	Venus' tear
Seed of magic	

MAP KEY



Treasure Chest



Treasure Chest, requires thief's key



Breakable Ppt.



MONSTER APPEARANCES

NO.	NAME	HP	MP	SP	GOLD
41	Headslime	24	12	18	15
44	Mummy boy	75	0	55	10
52	Cannibox	61	12	75	10
63	Goodybag	55	8	32	100
65	Mummy	66	0	67	10
67	Restless armour	61	0	74	13
68	Lost soul	52	0	62	9
69	Phantom fencer	65	0	68	12

*Appears only when rolled as backup.



LOWERING THE DRAWBRIDGE

On the fourth level, the party encounters an impassable river of filth, over which hangs a raised drawbridge. Another moveable statue is located nearby. Perhaps by moving the stone monument somewhere within the small area where it rests, the drawbridge might be lowered?



Moving the statue to a specific location should enable the party to lower the drawbridge. From the proper placement of the statue can be determined.

Level 4



REACHING THE CENTER?

As Yangus points out, the Venus' tear, housed in a large chest sitting at the center of the very first room, tempts unwary adventurers to enter the dungeon with the prospect of a quick profit. However, the treasure cannot simply be taken. The party must first navigate the lower levels of the dungeon and search for some means to reach the center...



Adopt an invincible strategy by attacking the King version to nab the priceless gem for Red.

Level 3



Level 2



Level 1



START

STATUE BLOCKING THE DOORWAY

A stone statue blocks a doorway on the third level. However, this is a temporary setback. Approach the statue from the front or side and press the **B** button to grab or release the object. Then move the left analog stick to drag the statue out of the way.



ATLAS

PICKHAM
REGION

KINGDOM OF TRODAIN

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- | | |
|------------------|-------------------|
| • Cannibox | • Fresh milk x3 |
| • Sledgehammer | • Slime crown |
| • Seed of magic | • Seed of defence |
| • 650 gold coins | • Lesser panacea |
| • Mini medal | |

INFAMOUS MONSTERS



Puffy Dragon



Man-eater
Chest



Slimy Smiley



Punchin' Lady

ITEM SHOP LIST (West Trodain Church)

ITEM	COST (G)	EQUIP. DM.
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Holy water	20G	N/A
Chimera wing	25G	N/A
Leather cape	1100G	Angelo
Fur hood	1400G	Hiero, Yangus

Trudain



MONSTER APPEARANCES

SOUTHEAST AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
16	Bodkin archer	21	2	10	8
63	Mud mannequin	63	0	69	15
71	Rockhomb	68	20	70	11
75	Muddy hand	49	0	45	8

SOUTHEAST AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
16	Drackmage	19	6	9	7
83	Pink pongo	81	0	79	18

SOUTHEAST AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
17	Beetlekey	16	8	12	10

SOUTHEAST AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
2	Cat	10	0	2	2
14	Bedkin archer	21	2	10	8
74	Terror tabby	56	10	67	12
75	Devilmoth	70	0	66	19
76	Buffalo wing	74	12	62	17
80	Jum	75	10	60	4
81	Boe	68	10	59	3
85	Pink pongo	81	0	78	18

HILLTOP HUT

Travellers heading west from Port Prospect into the Kingdom of Trodain should stop by this conveniently located hut, high atop a hill just a few dozen feet past the border. The inn's rate is exceptionally cheap, and an elderly nun can take your confession.



A well-worn path leads to the hut where things to be explored, perhaps something of tremendous value can be found there, or perhaps not.

WEST TRODAIN CHURCH

After passing through a large tunnel dug underneath the mountains, turn west and head toward the cliffs overlooking the sea to locate the West Trodain Church. Not only can visitors find an economically priced resting spot and a priest, but there is also a travelling item merchant inside. Speak to the man seated at the table to purchase any consumables that you need, as well as protective clothing.



The West Trodain Church is situated over the southern edge cliff, directly to the west of the ancient forest that separates north and south Trodain.

SOUTHWEST AREA—ALL TERRAIN TYPES—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
21	Stealtime	24	12	38	15
72	Oie solo	78	15	72	37
76	Bullalo wing	74	12	62	17
77	Mambah-jumbape	345	40	309	41
78	Mum	65	20	88	25
79	Bolt	80	Immune	65	16
80	Jum	75	10	60	4
81	Boe	68	10	59	4
85	Pink pongo	81	0	78	18
87	Carroda	80	21	75	12
105	Hawk man	95	26	100	24

NO.	NAME	HP	MP	EXP	GOLD
62*	Cannibals	61	12	76	110
74	Terror tabby	56	10	67	12
77	Mumbu-zumbe	345	49	309	41
78	Mum	65	20	58	25
79	Bish	80	Infinite	85	16
80	Jum	75	10	60	16
81	Boe	68	10	59	4

*Gold count approximate only

TRODAIN CASTLE AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
2	Candy cat	10	0	2	2
72	Disobie	78	15	72	37
82	Garuda	80	21	75	12

TRODAIN CASTLE AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
4	Drakky	10	0	2	3
13	Dancing devil	20	0	7	10
70	Hinter	70	8	69	18
75	Devilmoth	70	0	66	18

TRODAIN CASTLE AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
17	Beetlebay	16	0	12	10
74	Terror tabby	56	10	67	12
75	Devilmoth	70	8	66	19
76	Buffalo wing	74	12	62	17
87	Garuda	80	21	75	12

TRODAIN CASTLE

Recommended Level: 19

ITEMS FOUND

• Trodain Castle map	• Mini medal
• Magic key	• Gold bracer
• Waterweed mould	• Garter
• Rock salt	• Mini medal
• 46 gold coins	• Templar's sword
• 150 gold coins	• Seed of magic
• Mini medal	• Yggdrasil dew
• Mini medal	• Rusty old sword
• 29 gold coins	• Mini medal
• Magic beast hide	• Imp knife recipe

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
56	Cureslime	54	20	70	11
71	Rockbomber	68	20	70	11
82	Hunter mech	71	0	76	20
84	Liquid metal slime	8	Infinite	10050	18
85	Walim' weed	59	0	73	17
87	Garuda	80	21	75	12
88	Infernal armour	88	0	90	19
89	Dragonhorn	164	0	103	25

E on pg. 56

A on pg. 36

B on pg. 56

Map D on pg. 56

G on pg. 56

C on pg. 56

F on pg. 56

H on pg. 56

I on pg. 56

J on pg. 56

K on pg. 56

L on pg. 56

M on pg. 56

N on pg. 56

O on pg. 56

P on pg. 56

Q on pg. 56

R on pg. 56

S on pg. 56

START

ALCHEMY POT TIPS: ENHANCED ALCHEMY POT RECIPES

After you get Brains's help in Pickham, stay at inns several times. Eventually King Trode expands the alchemy pot to allow for three-ingredient recipes! A few interesting recipes might already be within reach if you have the necessary ingredients currently on hand.

For another boomerang upgrade, mix an edged boomerang with a steel scythe and a wing of bat to produce a **razor wing boomerang** (Attack 42).

Other interesting recipes require ingredients dropped by the rockbomb enemies you fought in the canyons of the Kingdom of Trodain. If you were able to score a rockbomb shard, drop it into the pot, along with a wizard's staff, to create a **magma staff** (Attack 28) capable of casting Bang without MP consumption in battle!

If all you've taken from the rockbombs is rock salt, don't despair! Drop it into the pot with fresh milk (free from any wandering cow), along with some rennet powder, to make **soft cheese**. Forget feeding this to Munchie; the real value of this cheese is that you can sell it for 600 gold coins a pop!

RECIPE SUMMARIES

Razor wing boomerang = edged boomerang + steel scythe + wing of bat

Magma staff = wizard's staff + rockbomb shard

Soft cheese = rennet powder + fresh milk + rock salt

ATLAS

KINGDOM OF TRODAIN

AREA MAPS MAP KEY

• Breakable Barrel

• Breakable Pot

• Item Bag

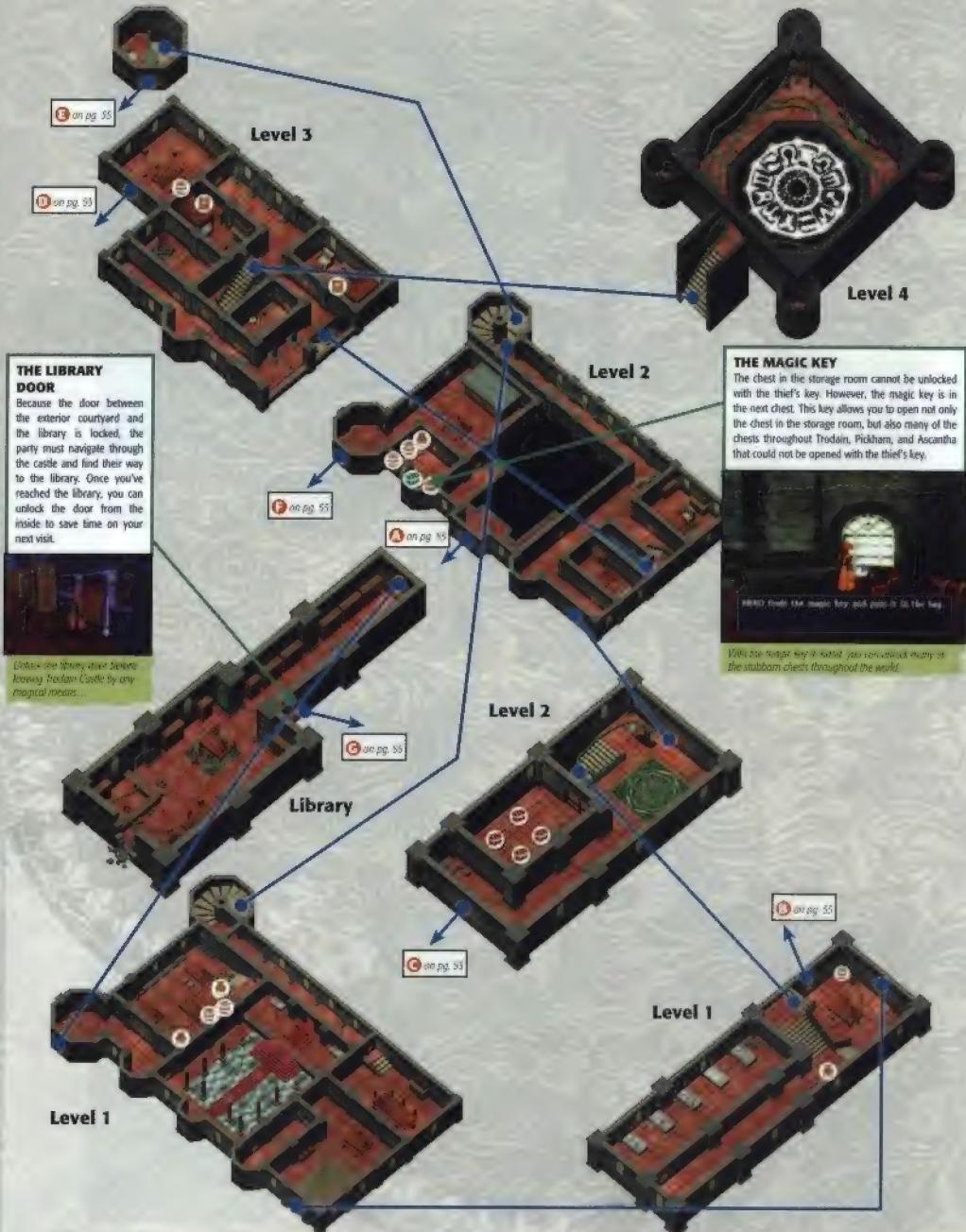
• Cabinet/Wardrobe/Cupboard

• Treasure Chest

• Treasure Chest, requires thief's key

• Treasure Chest, requires magic key





THE LIBRARY DOOR

Because the door between the exterior courtyard and the library is locked, the party must navigate through the castle and find their way to the library. Once you've reached the library, you can unlock the door from the inside to save time on your next visit.



Using the library door before leaving Tridlin Castle by any magical means...

THE MAGIC KEY

The chest in the storage room cannot be unlocked with the thief's key. However, the magic key is in the next chest. This key allows you to open not only the chest in the storage room, but also many of the chests throughout Tridlin, Pickham, and Ascantha that could not be opened with the thief's key.



With the magic key in hand, you can unlock many of the stubborn chests throughout the world!

Level 1

Level 1



E on pg. 55

D on pg. 55

Level 3



Level 4

Level 2

F on pg. 55

A on pg. 55

G on pg. 55

Library

C on pg. 55

B on pg. 55



ALCHEMY POT TIPS: NEW INGREDIENTS IN TRODAIN CASTLE

Thorough exploration of Trodain Castle reveals several new ingredients, although their alchemy uses may not be obvious. For example, the magic beast hide seems to do nothing except transform strong armaments into mere leather. But if you have two of them, you can combine them to form a fur poncho (Defence 29) for Yanguis that reduces damage from both physical and magical attacks.

The garter is a fine defensive item for Jessica, but the alchemy pot can make it into something even better. Mix the garter with a hunter's bow to form **Eros' bow** (Attack 45), an exceptional weapon for Angelo.

The gold-bracer and Templar's sword found within the castle are also valuable ingredients that can be used for future recipes. *Do not sell them*, because no merchant in the game supplies replacements.

RECIPE SUMMARIES

Eros' bow = Hunter's bow + garter

Fur poncho = magic beast hide + magic beast hide

ATLAS

KINGDOM OF
TRODAIN



BENEATH ASCANTHA AREA MAPS

Recommended Level: 20



MONSTER APPEARANCES

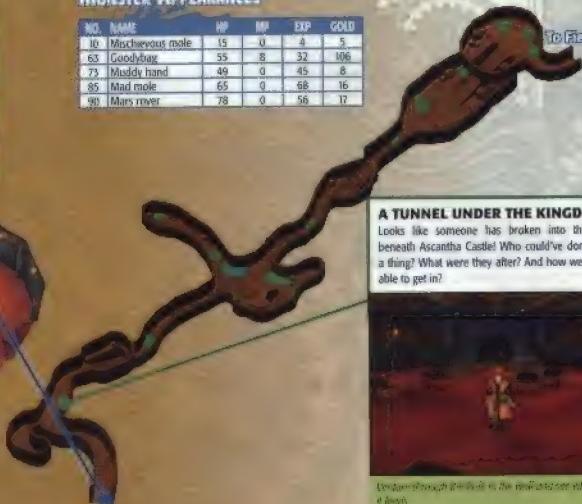
NO.	NAME	HP	MP	EXP	GOLD
10	Mischiefous mole	15	0	4	5
63	Goodybag	55	8	32	106
73	Muddy hand	49	0	45	8
85	Mad mole	65	0	68	16
98	Mars river	78	0	56	12

To Field



To Ascantha Castle

START



A TUNNEL UNDER THE KINGDOM?

Looks like someone has broken into the area beneath Ascantha Castle! Who could've done such a thing? What were they after? And how were they able to get in?



Venture through the tunnel to see what other players have found.

LAND OF THE MOLES

WORLD MAPS

MAP KEY

Treasure Chest, requires thief's key
Treasure Chest, requires magic key

ITEMS FOUND

Fresh milk Seed of life
Mini medal

INFAMOUS MONSTER



Mole Man



Beneath Ascantha

MONSTER APPEARANCES

LAND OF THE MOLES—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
10	Mischiefous mole	15	0	4	5
56	Chimera	54	6	64	12
85	Mad mole	65	0	68	16
90	Mars rover	78	0	56	17
105	Hawk man	95	26	100	24



MOLE HOLE

Recommended Level: 20

ITEMS FOUND

- Mole Hole map
- Mini medal
- Seed of defence
- Stone hardhat
- Moonthadow harp

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLDS
10	Mischiefous mole	15	0	4	5
71	Rockbomb	68	20	70	11
73	Muddy hand	49	0	45	8
85	Mad mole	65	0	68	16
90	Mars rover	78	0	56	17
91	Peeper	70	32	25	14

AREA MAPS

MAP KEY

- Breakable Poi
- Treasure Chest
- Treasure Chest; requires thief's key

ATLAS

LAND OF THE MOLES



START

FRIENDLY MOLES

Although most moles you encounter in the Mole Hole are ready for battle, some of them have other things on their minds.



spend no time getting through all levels of the Mole Hole to learn the situation here, and to recruit some new friends!



Level 1



Level 2



Level 3

OCEAN

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

Items Found

- Fresh milk x2
- Seed of life
- 950 gold coins
- Iron armour
- Bronze knife
- Iron mask
- Miau medal

INFAMOUS MONSTERS



MONSTER APPEARANCES

SHIP TRAVEL—AREA A—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
105	Hawk man	95	26	100	24
237	See urchin	16	4	24	20
241	Wild boarfish	62	0	60	11
246	Eel	96	0	92	11

SHIP TRAVEL—AREA D—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
118	Hades condor	102	16	99	22
236	Khalamari kid	44	0	37	9
238	Man o' war	35	0	23	12
240	King kelp	86	8	56	16
248	King squid	261	0	116	46
252	Foul anchor	47	16	121	33
259	Tentacular	502	20	303	52

UNNAMED ISLE 2—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
86	Cureslime	54	20	70	11
97	Bookin fletcher	88	0	86	23
106	Tap devil	85	0	79	21
112	Iron scorpion	64	21	82	21
119	Frogman	116	16	88	18

UNNAMED ISLE 4—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
98	Venom wasp	52	0	89	13
102	Battle beetle	57	12	96	22
111	King slime	210	25	110	51
115	Toxic zombie	116	0	75	17
119	Volpone	107	24	102	43

TRAVEL BY SEA

Once the party has obtained a sailing vessel from somewhere within the Kingdom of Trodair, you can voyage around the world via any ocean or any river connected to an ocean. When travelling by ship, the party will still be subject to random encounters with monsters. The sea region in which the party is sailing determines the types of monsters encountered. Use the color-coded map to determine where to battle the monsters listed in this section. However, use caution, and avoid taking on monsters that might be too tough for the party!

Once the party obtains a ship, they can explore many new and exciting locations inaccessible by foot. To disembark, sail up next to the land area where you want to dock and move around until the option to disembark appears onscreen. If there are no places to disembark, the option will not appear and you will be forced to find alternate ways to get to where you want to go.

If you use Zoom to zip from one continent to another, the ship relocates automatically to the nearest available shore, so you can access it from almost anywhere. The location of the party's ship is always marked on the world map.

PREVIEW FUTURE DESTINATIONS

Now you can reach many locations by docking nearby and travelling short distances on foot. The party can now visit places such as the Northwest Isle, the Holy Isle of Neos, and the small northern continent of Snelia. Special events may take place while you're visiting some of these locations, and you can find snow stems at each stop. When you're visiting a new location (which is covered in greater detail later in the book), be sure to flip ahead to determine which items might be available.

SHIP TRAVEL—AREA B—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
105	Hawk man	85	26	100	24
237	See urchin	16	4	24	20
241	Wild boarfish	62	0	60	11
246	Sea dragon	123	24	114	51

SHIP TRAVEL—AREA E—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
128	Shade	86	0	78	14
236	Khalamari kid	44	0	37	9
242	Archorman	80	16	75	19
248	King squid	261	0	116	46
250	Pigmulation	100	12	109	13
253	Poison eel	110	0	116	16
259	Tentacular	502	20	303	52
260	Abyss diver	230	21	255	38

UNNAMED ISLE 3—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
98	Venom wang	92	0	89	13
102	Battle beetle	57	12	96	22
111	King slime	210	25	110	51
115	Toxic zombie	116	0	75	17
119	Volpusto	107	24	102	43

SHIP TRAVEL—AREA C—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
236	Khalamari kid	46	0	37	9
243	See angel	82	15	79	18
248	King squid	261	0	116	46
254	Siren	112	16	123	43

UNNAMED ISLE 1—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
36	Metal slime	4	Infinite	130	5
99	Orc	105	Infinite	84	31
101	Treecivil	109	0	95	27
108	Redtail hipster	103	0	92	36
116	Bomboulder	115	10	111	11

UNNAMED ISLE 4—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
95	Puppet player	100	15	90	41
104	Skeleton soldier	94	12	95	26
107	Mushroom mage	81	10	75	15
109	Jumping jackal	111	0	105	32
117	Skullinder	109	0	97	32

ATLAS

OCEAN



PRINCESS MINNIE'S CASTLE

AREA MAPS

Recommended Level: 21



MAP KEY

Item Shop

Gold Bank

ITEMS FOUND:

- Mini medal
- Double-edged sword
- Seed of strength
- Mini medal
- Seed of life

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Chimera wing	25G
Red mould	30G
Waterweed mould	35G

NOTEWORTHY LOCALS



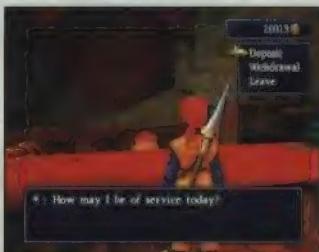
Princess Minnie

The princess is filling in for her ailing father, the King of Medals. When you give her the **mini medals** you've collected on your journeys, Princess Minnie bestows valuable rewards upon the party!



GLOBAL GOLD BANK

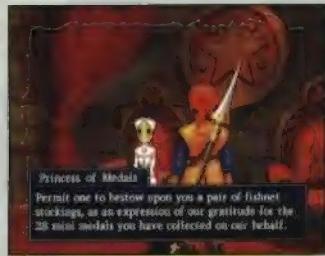
Speak to the short man behind the counter to deposit gold coins in the Gold Bank. Sometimes it's best to store excess gold coins in the bank, just in case the party is wiped out in the field and lose the gold coins in their inventory. Gold Banks are located in several places throughout the world, so depositing and withdrawing money is easy with access points in many towns.



Local Bankers help the party to withdraw gold or deposit it in case of sudden bankruptcy.

MINI MEDAL REWARDS

When the party first enters the castle, Princess Minnie is upstairs, tending to the bedridden King. She then retires to the throne room, where you can consult with her any time. Speak to Princess Minnie to remind yourself how many mini medals you've turned in, to turn in more medals, and to see how many more you need in order to claim a reward from the Princess.



After Princess Minnie returns to her throne, speak to her to exchange mini medals for rare equipment and items.

ATLAS

OCEAN

MINI MEDAL REWARDS

ITEM	TOTAL MINI MEDALS RETURNED
Fishnet stockings	28 medals
Pooh waistcoat	36 medals
Staff of divine wrath	45 medals
Gold nugget	52 medals
Meteorite bracer	60 medals
Miracle sword	68 medals
Sacred armour	75 medals
Orcidolum	83 medals
Metal king helm	90 medals
Dangerous busier	99 medals
Tail of destruction	110 medals



BACCARAT REGION

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- | | |
|------------------|-----------------|
| 800 gold coins | Seed of defence |
| Seed of agility | Mini medal |
| 1200 gold coins | Fresh milk x2 |
| Tough guy tattoo | Mini medal |

INFAMOUS MONSTERS



Terrible



Roaring Rooster



Abominable Ape



Wild Spearman

SEAVIEW CHURCH
This church, located near the best docking point for a sea vessel in the Baccarat region, is not only a great place to save the game, but also the site of the best inn in the entire game. Thanks to the charity of the Goddess, travellers can always stay here for free!



The Seaview Church atop the northern hill in Baccarat is the best place to rest and recuperate in the world.



MONSTER APPEARANCES

NORTH BACCARAT AREA—FIELD—

ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
92	Cockateer	105	0	98	28
93	Great sabrecat	95	0	120	31
96	Splimik	108	0	92	18
99	Orc	105	Infinite	94	21
111	King slime	210	25	110	51
116	Bomboulder	115	10	111	11

NORTH BACCARAT AREA—FOREST—

ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
92	Cockateer	105	0	90	28
93	Great sabrecat	95	0	120	31
98	Venom wasp	92	0	89	13
99	Orc	105	Infinite	94	31

SOUTH BACCARAT AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
92	Cockateer	105	0	90	28
94	Metal slime knight	90	8	91	33
98	Orc	105	Infinite	94	31
109	Jumping jackal	111	0	105	32
116	Bomboulder	115	10	111	11

SOUTH BACCARAT AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
49	Treelace	64	0	67	23
95	Puppet player	100	15	90	41
97	Bodkin fletcher	88	0	86	23
98	Venom wasp	92	0	89	13
100	Night emperor	100	0	95	46

EAST BACCARAT AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
49	Treelace	64	0	67	23
98	Venom wasp	92	0	89	13

EAST BACCARAT AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
98	Jumping jackal	111	0	103	32
102	Battle beetle	57	12	96	22

EAST BACCARAT AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
95	Puppet player	100	15	90	41
100	Night emperor	100	0	93	46

EAST BACCARAT AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
49	Treelace	64	0	67	23
101	Treewill	109	0	95	27
102	Battle beetle	57	12	96	22
103	Jumping jackal	111	0	103	32

BACCARAT

Recommended Level: 24



ITEMS FOUND

Seed of defence	Strong Medicine
Fresh milk	Cool cheese
Seed of wisdom	72 gold coins
Mini medal	Amor seco essence
Seed of strength	Mini medal
Bunny tail	Mini medal
Garter	Mini medal
Dancer's costume	Rennet powder
Mini medal	Magic water
Mini medal	Ruby of protection
Gold ring	600 casino tokens
Spangled dress	200 or 400 casino tokens

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimaera wing	25G
Moonlight bulb	30G
Amor seco essence	120G

NOTEWORTHY LOCALS



Cash and Carrie

The twin children of the Baccarat casino owner, Golding, are holed up in their family mansion and have not been seen for a while. The party must determine why the twins have taken such precautions and what has become of Golding.

WEAPON AND ARMOUR SHOP LIST

ITEM	COST (G)	EQUIP ON
Poison needle	1900	Jessica
Steel scythe	3700	Yanguis
Dancer's costume	1500	Jessica
Iron armour	1800	Heo, Yanguis
Light shield	2250	Heo, Yanguis, Jessica, Angelo
Coral hairpin	950	Jessica

AREA MAPS

MAP KEY

- Inn
- Weapon Shop
- Gold Bank
- Item Shop
- Puli
- Church
- Armour Shop
- Well



RELAS

BACCARAT REGION



The Casino Is Closed

Speak to the citizens of Baccarat to determine why the casino is closed.

While searching the town for items and clues about what's happening here, visit the nightclub in the basement of the hotel. Speak to the bunny-girl waitress on duty to find out where the bartender is. Then head upstairs to the top floor of the hotel to overhear an important conversation between the bartender and the casino manager. Follow the bartender back down to the nightclub to harass him for more information. This method of investigation should tally up enough clues to tell you what to do next.



Find the bartender in the nightclub to harass him for more information.

All our hope to die to repeat the dragon's message
and witness the death of the Bradley on stage
tomorrow. Please, right?

CHATEAU FELIX

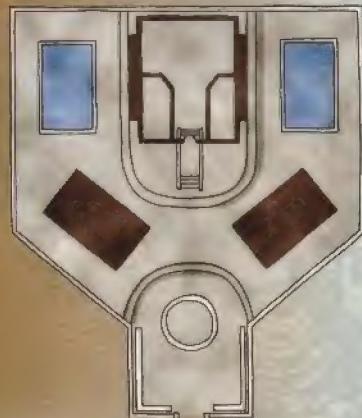
Recommended Level: 24

AREA MAPS



ITEMS FOUND

- (?) Sand of serenity
- (?) Baumen's bell



NOTEWORTHY LOCALS



Tom

Tom is the sabreCAT wrangler and general all-purpose manservant of Master Felix. Although he's an extremely friendly fellow, he won't be fooled by anyone who trundles in off the well-beaten path outside the Chateau. Speak to Tom to learn more about sabreCATs, Master Felix, and the function of the Chateau.



Master Felix

Master Felix is the foremost expert when it comes to sabreCATs, but few know of his existence and even fewer know what he does for a living. Speak with Master Felix to learn more regarding the nature of sabreCATs, and what the heroes might be able to do to help Master Felix...

KING OF THE SABRECATS

Speak with Tom at the doors of the sabrecat sanctuary. Tom is under strict orders not to let just anyone inside, so he challenges the party with a short quiz regarding their attitudes toward cats. Your answers determine whether Tom will let the party proceed to speak with Master Felix. Try different combinations of answers to his three questions, and enjoy his amusing responses. Whenever you decide to get serious and give Tom the "right" answers, he opens the doors to Chateau Felix.



Tom is an interesting character who poses very important questions for the party.

ATLAS

SACCATI
SECTION



KINGDOM OF ARGONIA

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- | | |
|--|------------------|
| | 41 gold coins |
| | Mini medal |
| | Seed of wisdom |
| | Yggdrasil leaf |
| | Lightning staff |
| | Prayer ring |
| | Prayer ring |
| | Light shield |
| | Steel shield |
| | Eagle dagger |
| | Mini medal |
| | Mini medal |
| | Iron helmet |
| | Seed of strength |
| | Seed of agility |
| | Fresh milk x3 |
| | Seed of skill |
| | Silver platter |
| | Mini medal |
| | Lizard humor |

SEER'S RETREAT

The first time you visit the Seer's Retreat, the old hermit most likely won't be home. The Seer can be found at the nearby spring. Join him there to learn of the Mystical Spring's qualities.



The best time to visit the Seer's Retreat is during the day to see strange Argonian weirdos, remember how respectful the Seer is...

INFAMOUS MONSTERS



All Day Stalker



Bundle of Joy



Flooded Hatchet



Slime Creator



King of Dumuria



Al Gore



Octavius Maximus

MYSTICAL SPRING

Drinking the refreshing waters of this spring in the western mountains of the Argonian Kingdom is well worth a visit. The Mystical Spring attracts all sorts of interesting personalities. The party might encounter some extremely informative and important people here by visiting at the right time, or after certain major events.



Drawn from the legends of the Mystical Spring and one school happens. You have when, especially after many visits, meet and offer assistance important items, to learn more about the party's heroic quest.

PEDDLER'S TENT

Camped on the roadside heading west from Argonia is a band of travellers. During the daytime only, a merchant seated near the outdoor fire sells items and weapons.



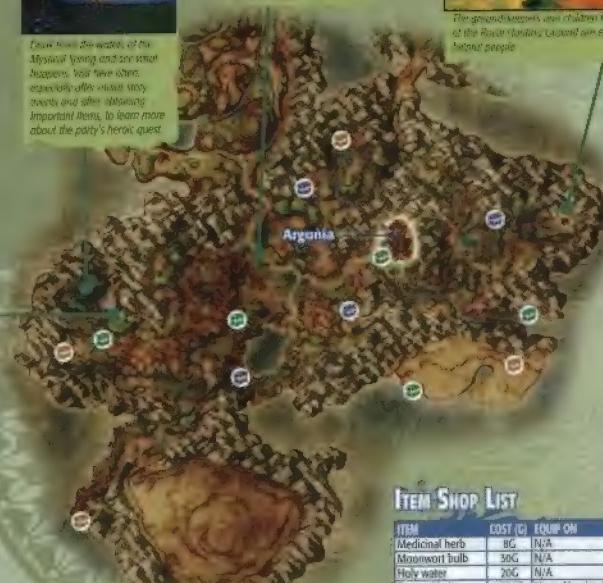
The bravest and most experienced in the form of regional travel, spin, delivery, and recipes, and items for sale.

ROYAL HUNTING GROUND: HOUSE

The folks who live just outside the entrance of Argonia's Royal Hunting Ground are well-versed in the history of the area. They'll offer up their hospitality and provide helpful hints and advice concerning any upcoming tasks that the party may face.



The groundkeepers and children living in the vicinity of the River Valley's ground are extremely friendly and honest people.



ITEM SHOP LIST

ITEM	PRICE (G)	EQUIP ON
Medicinal herb	8G	N/A
Moonwort bulb	30G	N/A
Holy water	20G	N/A
Dream blade	4700G	Hero, *Blessica (Knife skill), Angelo
Turtle shell	2300G	Yanguis
Coat of evasion	3100G	Jessica, Angelo

MONSTER APPEARANCES

EASTERNMOST AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
101	Treeevil	109	0	95	27
112	Iron scorpion	64	21	82	21
119	Frogman	116	16	88	18
123	Magic marionette	117	0	108	27
126	Berserker	120	0	118	19

EAST CENTRAL AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
101	Treewill	109	0	95	27
109	Jumping jackal	111	0	103	32
119	Frogman	116	16	88	18
123	Magic marionette	117	0	108	27
126	Berserker	120	0	118	19

SOUTHEAST AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
112	Iron scorpion	64	21	82	21

SOUTHEAST AREA—DAY

NO.	NAME	HP	MP	EXP	GOLD
117	Skullrider	109	0	97	32
118	Hades condor	102	16	99	22
121	Magic dumbbell	78	14	41	9
122	Gargoyle	120	0	114	36

SOUTHEAST AREA—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
113	Toxic zombie	116	0	75	17
116	Bomboulder	115	10	111	11
123	Magic marionette	117	0	108	27
125	Lump wizard	108	Infinite	112	22

CENTRAL AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
66	Cureslime	54	20	70	11
97	Bodkin Fletcher	88	0	86	23
112	Iron scorpion	64	21	82	21
124	Noho macho	147	12	120	38

CENTRAL AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
117	Skullrider	109	0	97	32

CENTRAL AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
106	Tap Devil	85	9	78	21

CENTRAL AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
101	Treeevil	109	0	95	27
106	Tap devil	85	0	78	21
107	Mushroom mage	81	10	75	15
119	Frogman	116	16	88	18
125	Lump wizard	108	Infinite	112	22
126	King cureslime	180	Infinite	136	16

WEST CENTRAL AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
121	Magic dumbbell	78	14	41	9
122	Gargoyle	120	0	114	36
124	Noho macho	147	12	120	38
127	Bulldozer	131	0	117	31
131	King cureslime	180	Infinite	136	16

WEST CENTRAL AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
119	Frogman	116	16	88	18
125	Lump wizard	108	Infinite	112	22
129	Shade	86	0	78	14
131	King cureslime	180	Infinite	136	16

WEST CENTRAL AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
130	Lethal armour	145	20	124	52
134	Demonstrider	126	0	121	37
135	King cureslime	180	Infinite	136	16

NORTHEAST AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
66	Cureslime	54	20	70	11
122	Gargoyle	120	0	114	36
125	Lump wizard	108	Infinite	112	22
127	Bulldozer	131	0	117	31
131	King cureslime	180	Infinite	136	16

NORTHEAST AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
124	Andromaan	80	15	75	19
127	Squid kid	74	0	74	15
128	Merman	101	12	106	19
129	Octavian sentry	116	56	120	33
130	Seasaur	181	0	194	36

NORTHEAST AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
125	Magic marionette	117	0	108	27
126	Lump wizard	108	Infinite	112	22
128	Ghoul	182	0	98	17
129	Shade	86	0	78	14
132	Hooodlum	123	0	106	32

ATLAS

KINGDOM OF
AKANIA

ARGONIA

Recommended Level: 25



ITEMS FOUND

38 gold coins	Hairband
50 gold coins	Turban
80 gold coins	Magic water
Rennet powder	Leather cape
Rennet powder	Seed of strength
Cool cheese	Elin elixir
Strong medicine	30 gold coins
Feathered cap	Mini medal
Strong antidote	Mini medal
Plain cheese	Mini medal
Rock salt	Mini medal
Seed of magic (after bazaar moves inside)	Cloak of evasion
Mini medal (after bazaar moves inside)	Mini medal
Mini medal	Devil's tail
Wayfarer's clothes	Magical hat
Iron axe	Battle fork
	Important Item
	Mini medal
	Skull ring
	Moon axe

WEAPON AND ARMOUR SHOP LIST

ITEM	COST (G)	EQUIP ON
Battle-axe	4300G	Yanguis
Partisan	4400G	Hero
Silver mail	4300G	Hero, Angelo
Magic vestment	4400G	Jessica, Angelo
Light shield	2250G	Hero, Yanguis, Jessica, Angelo
Silver lira	1450G	Jessica

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	18G
Holy water	26G
Chimaera wing	25G
Moonwort bulb	30G

AREA MAPS

MAP KEY

- Inn
- Item Shop
- Armoire Shop
- Church
- Weapon Shop



Bazaar Weapon Shop List

WEAPON	COST (G)	EQUIP ON
Chain whip	2200G	Jessica
Batru wing boomerang	3800G	Hero
Zombiesbane	6300G	Hero, *Jessica (knife skill)
War hammer	6700G	Yanguis
Falcon knife	7700G	Jessica

Bazaar Armour Shop List

ARMOUR	COST (G)	EQUIP ON
Heavy armour	500G	Yanguis
Silk hustier	5500G	Jessica
Magic armour	6100G	Hero, Angela
Magic shield	5000G	Hero, Angela
Magical hat	2700G	Jessica
Iron mask	3500G	Hero, Yanguis

Bazaar Accessory Shop List

ACCESSORY	COST (G)	EQUIP ON
Bunny tail	50G	Hero, Yanguis, Jessica, Angelo
Gold bracer	350G	Hero, Yanguis, Jessica, Angelo
Gold ring	2000G	Hero, Yanguis, Jessica, Angelo
Tough guy tattoo	2400G	Hero, Yanguis, Jessica, Angelo
Scholar's specs	2700G	Hero, Yanguis, Jessica, Angelo
Ruby of protection	3100G	Hero, Yanguis, Jessica, Angelo

Bazaar Item Shop List

ITEM	COST (G)
Reagent powder	10G
Fresh milk	30G
Red mould	30G
Waterweed mould	35G

Bazaar Yggdrasil Leaf Shop List

ITEM	COST (G)
Yggdrasil leaf	1000G*

*Only enough to buy once zero (0) Yggdrasil leafs.

Noteworthy Locals



King Clavius

The honorable King of Argonia rules his kingdom with a fair hand. However, certain family matters are distressing him at this time. Can the heroes assist the King and his troublesome son, Prince Charmles?



Prince Charmles

The Prince is prone to hiding in the castle or running off to a neighboring town to escape his royal obligations, causing

his father great concern. Charmles is worried about a forthcoming initiation ritual, in which he must go to the Royal Hunting Ground and hunt Argon lizards. What's he so afraid of?



Chancellor of Argonia

The Chancellor is truly dedicated to the causes of the King and the furtherance of the Argonian royal succession. He has a beautiful

mansion located on the hill overlooking the city. Not much could cause him to abandon his post, unless there were significant troubles at home...

The Challenge of Charmles

The party is forbidden entrance to the castle without first visiting the Dark Ruins on the Northwest Isle. The party need not explore all of the Dark Ruins, but must visit there before they can enter the castle. Speak to the guards at the front doors near the church to determine the reason. The throne room of King Clavius is on the second floor. Speak to the King to learn the situation in Argonia, and how the party can help.



"Did those travellers cause you some trouble?"

King Clavius needs the assistance of a few good heroes. And it just so happens a few good ones have arrived!

ALCHEMY POT TIPS: ALCHEMY, ARGONIAN STYLE

Baccarat has a few interesting ingredients for alchemists, but most of the important items are waiting in Argonia. Items like the battle-axe, silver mail, and light shield should go straight from the store shelves into the alchemy pit, to be transformed into far superior items.

With the magic key available, the thief's key is now obsolete. Drop it into the alchemy pit along with the battle-axe to create the **bandit axe** (Attack 53), which sells for a nice profit. Transform the light shield into the improved **white shield** (Defense 24) using only two bottles of fresh milk. This upgrade is virtually free. And while the silver mail is a fantastic armour, you can further improve it by mixing it with Jessica's old dancer's costume to create **dancer's mail** (Defense 37).

RECIPE SUMMARIES

Bandit axe = battle-axe + thief's key

Dancer's mail = dancer's costume + silver mail

White shield = light shield + fresh milk + fresh milk

ATLAS

KINGDOM OF
ARGONIA



ALCHEMY POT TIPS: NEW INGREDIENTS AT THE ARGONIA BAZAAR

The Argonia Bazaar sells a wide variety of fantastic items, many of which can be further improved with alchemy! The heavy armour, for example, has a respectable defence score of 52. Boost that by dropping it into the pot along with a bandit axe and a bandit's grass skirt, making a suit of **bandit mail** (Defence 80) for Yngus. You can also boost the magic armour by mixing it with an edged boomerang to make a suit of damage-reflecting **spiked armour** (Defence 68).

Give Jessica's wisdom a double boost by purchasing two scholar's specs, one to wear and one to mix with a magical hat (sold separately) to make a **scholar's cap** (Defence 33). Produce a second scholar's cap in the alchemy pot, and combine it with a magic vestment (sold in Argonia's regular shop) to create a **sage's robe** (Defence 55) for Angelo.

You can produce a fantastic spear by mixing a battle fork and a devil's tail (found in Argonia Castle) with a poison needle (sold in Baccarat). The resultant **demon spear** (Attack 86) can occasionally score one-hit kills!

RECIPE SUMMARIES

Bandit mail = bandit axe + bandit's grass skirt + heavy armour

Scholar's cap = magical hat + scholar's specs

Spiked armour = edged boomerang + magic armour

Sage's robe = magic vestment + scholar's cap

Demon spear = battle fork + poison needle + devil's tail

ROYAL HUNTING GROUND AREA MAPS

Recommended Level: 28



ITEMS FOUND

- Dragon scale
- Mini medal

MAP KEY

- Treasure Chest, requires magic key
- Gem Bag

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	COLD
133	Hecus chimaera	108	8	115	35
135	Killer moth	84	8	116	14
145	Jackal ripper	142	Infinite	123	32
150	Hacksaurus	171	0	216	55
155	Orc king	148	18	154	36



STRANGE HARVEST

In the northwest section of the Royal Hunting Ground, strange fruit called salamanges grow in a small patch. You can pick them up, carry them, and throw them just like breakable barrels or gobs. Upon striking the ground, they release a small cloud of pollen that awakens and attracts Argon lizards.



CAVE CRITTER

Find a way to draw the Argon lizard out of the cave.



MILAS

KINGDOM OF
AREOMIA

START

EASILY SCARED

Argon lizards are highly sensitive creatures and are easily frightened by the sight or sound of quickly approaching hunters. To sneak up on them, approach from behind by walking using the directional button.



NORTHWEST ISLE

WORLD MAPS

MAP KEY

Treasure Chest

Treasure Chest, requires magic key

ITEMS FOUND

Mini medal

Zombie mail

INFAMOUS MONSTERS



Skeleton



Zombie soldier



Man at Arms

Dark Ruins



MONSTER APPEARANCES

NORTHWEST ISLE—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
103	Lump shaman	80	30	90	32
104	Skeleton soldier	94	12	93	26
107	Mushroom mage	81	10	75	13
113	Toxic zombie	116	0	75	17
114	Lesser demon	119	0	107	38

DARK RUINS

Recommended Level: 20

ITEMS FOUND

- Mini medal
- Dark Ruins map
- Mini medal
- Dragon scale
- (Mimic)
- Saint's ashes

MONSTER APPEARANCES

NO.	NAME	RP	MP	EXP	GOLD
44	Mummy boy	75	0	55	3
65	Mummy	66	0	67	10
120	Mimic	144	Infinite	128	72
148	Blind mummy	138	0	125	16
149	Phantom swordsman	102	0	164	34
151	Bane baron	122	0	176	56
154	Soulgazer	75	0	158	9
157	Fallen priest	138	50	183	83
164	Troll	423	0	210	46



AREA MAPS

MAP KEY

- Breakable Barrel
- Treasure Chest
- treasure Chest: requires magic key



ATLAS

NORTHWEST
TALE



THE VOID

Upon entering the Dark Ruins, the party lose themselves in total darkness. Movement in any direction causes the heroes to exit the Dark Ruins. There must be some way to remove the dark veil preventing you from exploring this enigmatic location.



Location: Northwest corner of the Dark Ruins (see the map on page 76).

RAISING THE CENTRAL STAIRS

The central stairs in the entrance hall are collapsed, preventing the party from proceeding. Somewhere nearby, there should be a mechanism that raises the stairs.



Stairs, no doubt, need to be raised to move the central stairs on the first floor.



Level 1

Level 2



BUILDING BRIDGES

To get across the area, you must move across both the ground floor and the raised platforms. However, gaps between the raised pathways prevent further progress. Surely, there must be some mechanisms that allow mere mortals to raise platforms between the gaps in the upper pathway?



Raising several stone pillars, a
few logs might set off the trap.
Indeed, but how else create a
fixed path to the next zone?



Basement Level 1



Basement Level 2

MAP KEY

- Breakable Barrel
- Treasure Chest
- Treasure Chest, requires mage key

Basement Level 3

DEMONIC RAYS

In the room with the large mural depicting the ancient battle between good and evil, two massive statues emit scorching beams of light. If the statues could somehow be rotated, perhaps they could be made to point toward some significant portion of the giant mural...



Find a way to penetrate through the large room with the mural by examining all of the interesting features of the scene.

ATLAS

NORTHEAST
TILE

SPARKLING REFRESHMENT

Before proceeding to the final chamber of the ruins, step into the small side chamber on Basement Level 4. Inside is a pool of clear water that fully restores the party's HP and MP!



Enter the statue in the northeast corner of its chamber to restore your party.

Basement Level 4



ARCADIA REGION

WORLD MAPS

MAP KEY

- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key
- Treasure Chest, requires ultimate key

ITEMS FOUND

- Fresh milk
- Elin elixir
- Assassin's dagger
- Titan belt
- Silver torba

INFAMOUS MONSTERS



Infamous
Sniper



Infamous
Gloopie



Infamous
Angel of
Causing

CHAPEL OF AUTUMN

Consider a visit to the church located northwest of Rydon's Tower before and after visiting the obsessive stonemason, and before proceeding to the frozen Blizzard Peaks in the far north.



The road to Rydon's Tower and the church, conveniently located on the road northeast of Rydon's Tower.



MONSTER APPEARANCES

WEST AREA--FIELD--ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
152	Swinger' hustler	144	0	155	45
156	Golem	225	0	257	50

WEST AREA--FOREST--ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
153	Hocus chimaera	108	8	115	35
145	Jackal ragger	142	Infinite	123	32
146	Iron rhino	48	0	138	68
158	Hacksaurus	771	0	216	55
153	Orc king	148	18	154	38
164	Troll	423	0	210	46

EAST AREA--FIELD--NIGHT

NO.	NAME	HP	MP	EXP	GOLD
143	Puppet master	130	8	132	51
146	Iron rhino	48	0	138	68
151	Bone baron	122	0	176	56

WEST AREA--FIELD--DAY

NO.	NAME	HP	MP	EXP	GOLD
142	Robo-robin	99	99	96	45
153	Orc king	148	18	154	38
155	Gryphon	161	16	167	32

EAST AREA--FIELD--ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
152	Swinger' hustler	144	0	155	45
156	Golem	225	0	237	50
164	Troll	423	0	210	46

EAST AREA--FOREST--ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
153	Hocus chimaera	108	8	115	35
146	Iron rhino	48	0	138	68
153	Orc king	148	18	154	38
156	Golem	225	0	237	50
164	Troll	423	0	210	46

WEST AREA--FIELD--NIGHT

NO.	NAME	HP	MP	EXP	GOLD
32	Drackyme	33	6	28	9
143	Puppet master	130	8	132	51
146	Iron rhino	48	0	138	68

EAST AREA--FIELD--DAY

NO.	NAME	HP	MP	EXP	GOLD
142	Robo-robin	99	99	96	43
153	Orc king	148	18	154	38
155	Gryphon	161	16	167	32

ARCADIA

Recommended Level: 30



AREA MAPS

MAP KEY

- Inn
- Item Shop
- Armour Shop
- Church
- Weapon Shop
- Pub



ITEMS FOUND

Lesser panacea	Wizard's staff	Rock salt	650 gold coins
Magic water	Seed of strength	350 gold coins	Magic vestment
Mini medal	Cloak of evasion	Magic water	Mini medal
Mini medal	Bunny tail	Amor seco essence	Mini medal
Mini medal	Poison moth knife	Fresh milk	Titan belt
Rennet powder	Leather dress	Rennet powder	Seed of magic
230 gold coins	Dragon scale	Dragon dung	Stone sword
27 gold coins	Strength ring	Cowpat	The Big Book of Barriers
Seed of life	Gold bracer	26 gold coins	
Mystifying mixture	Mini medal	Rock salt	
Mini medal	Mini medal	Giant mallet	

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimera wing	25G
Moonwort bulb	30
Rockbomb shard	450G

NIGHTTIME ITEM SHOP LIST

ITEM	COST (G)
Seed of Skill	2000G*

*See purchase info

WEAPON SHOP LIST

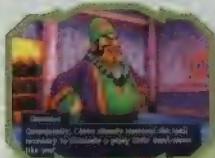
WEAPON	COST (G)	LOCATED ON
Sword breaker	5500G	Jessica
Swallowtail	6800G	Hero
Bastard sword	8800G	Hero, *Jessica (knife skill)
Hell scythe	9500G	Yanguos

ARMOUR SHOP LIST

ARMOUR	COST (G)	LOCATED ON
Cloak of evasion	3000G	Jessica, Angelo
Magic armour	6100G	Hero, Angelo
Magic bikini	13800G	Jessica
Magic shield	5000G	Hero, Angelo
Magical hat	2700G	Jessica
Iron mask	3500G	Hero, Yanguos



NOTEWORTHY LOCALS



Master Dominico

Dominico is a great magician, proud descendant from a long line of wizards and mages who have presided over Arcadia. Dominico's

ancient ancestors were renowned for their skill and wisdom, but Dominico and his recent forefathers have grown more complacent and conceited with each generation. Most of the townspeople bear a general disdain for Dominico, yet hide it out of respect, or perhaps in fear of his inherited magic abilities.



David

David is a young man who attempted to travel the world, in search of something he couldn't quite put his finger on. By the time he reached

Arcadia, he was starving and very near death. Master Dominico took in David and gave him a place to live and work, and for that David is extremely grateful. However, David seems unable to realize that Master Dominico is always looking for any opportunity to humiliate and degrade him, and that he should have left long ago.



Sir Leopold

Master Dominico's pet is a fearsome hound, the mere sight of which chills the blood of everyone in Arcadia. Over the years, Sir Leopold has taken on

many of Master Dominico's more unsavory traits, and treats the manservant David just as poorly as the master magician.

THE MOUNTAIN BRIDGE CITY

The party arrives in Arcadia in pursuit of a villain who left the Northern Checkpoint of the Argonia region in ruins. When you enter the town, all of its citizens are gathered in the streets. Beat a path to the gates of the town magistrate and tyrant, the audacious Master Dominico. Enter the house and proceed to the room upstairs to watch the events unfold, and then speak with Master Dominico to learn how to remedy the situation in Arcadia.



Careen runs the streets all the way up to the doorway of Master Dominico's.

RYDON'S TOWER

Recommended Level: 30

AREA MAPS

ITEMS FOUND

- Rydon's Tower map
- Recovery ring
- Cheiron's bow

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
137	King cureslime	180	Infinite	156	16
133	Hocus chimera	106	8	115	35
136	Jabberwockee	645	13	318	100
157	Jab	90	Infinite	81	25
158	Ber	75	0	71	25
159	Kee	75	10	61	25
140	Wor	75	12	61	25
148	Iron rhino	48	0	138	68
152	Orc king	148	18	154	38
154	Soulspawn	75	0	158	9
155	Gryphon	161	16	167	32
156	Golem	225	0	237	50
159	Living statue	266	0	306	90

MAP KEY

- Treasure chest
- Treasure chest, requires magic key

ATLAS

**AREADIA
REGION**



UNIQUE KEY OF ENTRY

The sign to the left of the main doors indicates that you need to insert the **stone sword** in order to enter Rydon's Tower. You can obtain the stone sword from a stonemason residing in Arcadia, but only after certain events have transpired there.



Use the stone sword to gain access to Carter's Room.

SEESAW BRIDGES

Stepping onto the central bridge causes it to rock under the party's weight. Pause until the bridge tilts, then run across the sloping path. The bridge tilts again when the characters move just past the halfway point. Remember that your weight tilts the bridges within Rydon's Tower, and that your weight can also hold them in place...



The bridge is lighter... when the characters' weight tilts the bridge, run across the sloping path.

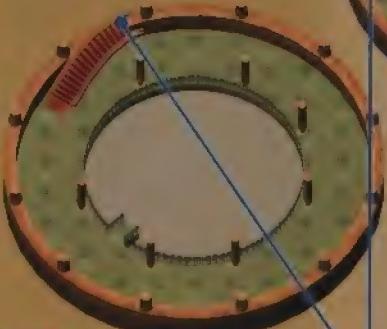
Level 2



Level 1



Level 3



Level 4



Level 5



STATUE-RAISING RAMPS

If you move a heavy object such as a statue onto the small square platform at the bottom of certain ramps, such as the one on Level 4, you can move the statue between levels. This way, you can use the weighted object to tilt a bridge on the level above.



Move across the platform until the statue moves off the bottom of the ramp; the balancing weight is transported to the level above.

THE MAIN RAMP

After you've traversed the many levels of the tower, it should become obvious that the ramp with the red carpeting on Level 8 is the main ramp. However, if you can manage to tilt the other ramp on this level before working on the red-carpeted bridge, you should be able to reach the rare recovery ring on Level 9.



Level 11



Level 8



Level 7



Level 6



Level 10



Level 9



ATLAS
ARACHNA REGION

BLIZZARD PEAKS

WORLD MAPS

MAP KEY

- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key



- Mini medal
- Special antidote
- Special medicine
- Mini medal
- Yggdrasil leaf
- Agility ring
- Holy silver rapier
- Mini medal
- Important item
- Ultimate key
- Nook grass x4*

*Nook grass x4 is located outside of Marta's cottage near the Marta sign.

MONSTER APPEARANCES

NORTH AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
160	Froze Fly	126	50	160	36
165	Ice queen	221	0	186	56
166	Abominape	186	0	202	24
167	Killing machine	165	0	315	58
172	Frost wyvine	286	30	326	62

SOUTH AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
165	Ice queen	221	0	186	56
166	Abominape	186	0	202	24
167	Killing machine	165	0	315	58
172	Frost wyvine	286	30	326	62

INFAMOUS MONSTERS



Cold Fire



Rooster Mk I



Big Blizzard



Attack Bot Mk II



MARTA'S COTTAGE

When you enter the frozen Blizzard Peaks, the party is buried under an avalanche, only to be rescued by a nice old lady named Marta and her faithful dog Boris. After awakening of Marta's Cottage, head upstairs to speak with Marta and the rest of your party seated around the table. Before leaving, check out the ancient shrine behind Marta's house.



Marta
If you go down the mountain and go to the north, you will come to a town called Orkutsk. Maybe someone will know something there.

Boris proves to be extremely knowledgeable and valuable to the party, just after they enter the dangerous Blizzard Peaks.

NORTH AREA—DAY

NO.	NAME	HP	MP	EXP	GOLD
158	Dead ringer	124	20	68	12
162	Frostburn	113	10	199	16

SOUTH AREA—DAY

NO.	NAME	HP	MP	EXP	GOLD
158	Dead ringer	124	20	68	12
162	Frostburn	113	10	199	16

NORTH AREA—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
163	Hellhound	166	0	108	26

SOUTH AREA—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
169	Lokiller	198	24	221	26

ORKUTSK

Recommended Level: 31

AREA MAPS



ITEMS FOUND

Armor seco essence	Wing of bal
Mini medal	Ruby of protection
Rockbomb shard	Chimera wing
Seed of defence	Chilly cheese
Mini medal	Mini medal
Mini medal	Edged boomerang
Magic water	?? Nook grass x4

*These items are found in the area of the map shown above.

ITEM SHOP LIST

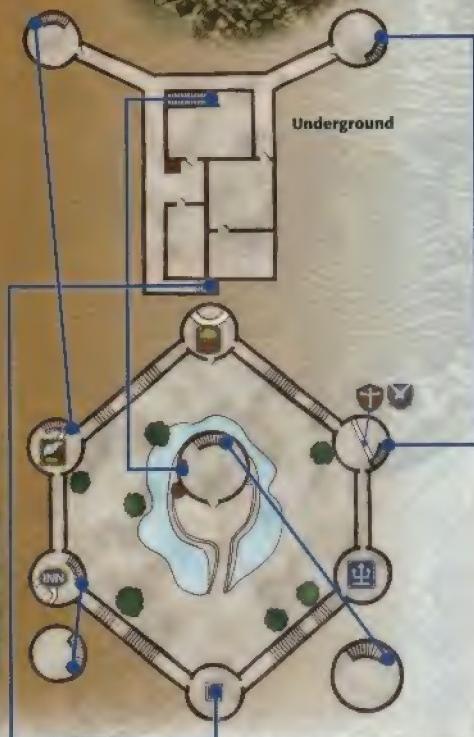
ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimera wing	25G
Amor seco essence	120G

WEAPON SHOP LIST (NIGHT)

WEAPON	COST (G)	EQUIP ON
Swallowtail	6800G	Hero
Falcon knife	7700G	Jessica
Spiked steel whip	8300G	Jessica
Dragonbone	11000G	Hero, *Jessica (knife skill)
King axe	17800G	Yanguis

ARMOUR SHOP LIST (DAY)

ARMOUR	COST (G)	EQUIP ON
Velvet cape	9400G	Angelo
Dragon mail	12000G	Hero, Yanguis
Dragon shield	6900G	Hero, Yanguis
Ice shield	8500G	Hero, Angelo
Iron headgear	5500G	Hero, Yanguis



NOTEWORTHY LOCALS



Marek

Although the local herb doctor isn't a native of the Orkutsk community, the citizens deeply respect him and have come to depend on his homeopathic

remedies for their wellbeing in this frigid region. When he's not busy at work in his underground apartment and lab, he often leaves on expeditions to a nearby grotto where he tends to his herb garden.



The town of Orkutsk is entirely enclosed, to protect its inhabitants from the harsh climate. From the pub, visitors may head through an exit to the center of the town, where the mayor's mansion is located. Within the mayor's mansion is a stairway that leads down to the warm underground level of Orkutsk, with the citizens' living quarters. Until the collapsed man can be removed from the top of the stairwell near the town's entrance, this is the only route that allows you to reach the lower levels of Orkutsk.



Speak to the mayor of Orkutsk to receive a key to the basement of Marek's residence.

HERB GROTTO

Recommended Level: 32

ITEMS FOUND

Mini medal	Herb Grotto map
Rose-wort	100 gold coins
Rose-root	2100 gold coins
Mini medal	Devil's tail
Mini medal	Elfkin elixir
Seed of life	Icicle dirk

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
160	Froze Fly	126	30	160	36
162	Frostburn	113	10	199	16
163	Heilhund	166	0	108	26
168	Killing machine	165	0	315	58
169	Ickiller	198	24	221	78
172	Frost wyrm	286	30	526	62



AREA MAPS

MAP KEY

- Treasure chest
- Treasure chest, requires thief's key
- Treasure chest, requires magic key
- Breakable Pot

Herb Grotto



ALCHEMY POT TIPS: THE ULTIMATE KEY AND THE ULTIMATE SWORD

With the ultimate key, you can finally unlock many doors and treasures you've passed on your travels. The alchemy pot can further enhance many of the powerful items you've found in those locations, but none as great as the rusty old sword found in Trojan Castle. That rusty old sword can transform into one of the game's most powerful swords with ingredients you might already have! Drop it into the alchemy pot along with the slime crown (from the well near the Hilltop Hut in Trojan) and a hunk of orichalcum (awarded by Princess Minnie for returning 83 mini medals) to create a **Liquid metal sword** (Attack 118). This mighty blade is particularly effective against metal creatures.

Even if you don't have enough medals to obtain the orichalcum, you can still craft a number of top-class blades. Combine the double-edged sword (found in Minnie's Castle) with a pair of saint's ashes to lift the weapon's curse and create the **Über double-edge** (Attack 76). Transform the dragonsbane into a **dragon slayer** (Attack 83) by combining it with a mighty armlet (a Monster Arena prize). Or craft a **blizzard blade** (Attack 90) out of the icicle dirk (found in the Herb Grotto), a bastard sword (sold in Arcadia), and a hunk of cold cheese.

RECIPE SUMMARIES

Dragon slayer = dragonsbane + mighty armlet

Über double-edge = double-edged sword + saint's ashes + saint's ashes

Blizzard blade = bastard sword + icicle dirk + cold cheese

Liquid metal sword = rusty old sword + slime crown + orichalcum

Level 1



SLIPPERY BRIDGE

Walk slowly across the ice bridge connecting the various upper portions of the initial cavern. By using the directional button, you can better control the onscreen character's movement speed and greatly reduce the likelihood of slipping off the bridge to the ground level.



Walk slowly across the ice bridge to avoid unnecessary deaths.

ICICLE DROP

When the party passes the point where an icicle drips onto the cave floor, the frozen mass inexplicably crashes to the cave floor directly behind them. Although most of the time this serves no purpose except to startle you, it may be possible to form a makeshift ice bridge between disconnected areas in caves...



ATLAS

BLIZZARD PEAKS

Level 2



Level 3



Level 4



TRAPPED BEHIND AN ICE WALL

At first it may seem as if there's no way to get around the fallen icicles that block off the eastern branch of the cave. However, examine the icicles and you may come up with a clever idea. After that, explore the area to determine if an alternate route might be created somehow...



Examine the icicles blocking the right-hand portion of the cave to determine how to resolve the situation.

Level 3

DESERT

WORLD MAPS

MAP KEY

Treasure Chest

Treasure Chest, requires magic key

ITEMS FOUND

Dragon dung

Dragon scale

INFAMOUS MONSTERS



Living Flame



Bone Slicer



Living Gorg



DESERT CHAPEL

Before proceeding further into the wasteland, stop off at the Desert Chapel to confess and save your progress. A cheaply priced inn allows the party to recuperate as often as needed, and a merchant behind a counter sells items. Speak to the person attending service to learn clues regarding an alchemy pot recipe.



Visit the Desert Chapel to rest and save before dashing to explore the dangerous Desert.

DESERT WELLS

Several wells scattered all around the Desert provide more than just a cool, dark place to escape from the heat. Inside, you'll discover a faster means of travel around the desert area...



Look out for the anti-creepers and bandits. Traveling underground is a little way to go!

ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Antitoxin herb	10G	N/A
Chimaera wing	25G	N/A
Amar seco essence	120G	N/A
Dream blade	4700G	Hero, *Jessica (Knife still), Angelo

MONSTER APPEARANCES

DESERT—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
132	Iron scorpion	64	21	82	21
130	Lethal armour	145	20	124	52
144	Death scorpion	68	0	99	16
147	Dancing flame	98	0	143	14

DESERT—DAY

NO.	NAME	HP	MP	EXP	GOLD
73	Muddy hand	49	0	45	8

DESERT—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
134	Demondrone	126	0	131	37

DRAGON GRAVEYARD

Recommended Level: 34

AREA MAPS

ITEMS FOUND

- Dragon Graveyard map
- Mim medal
- Dragon dung
- Dragon shield

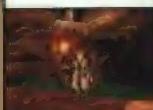


Level 1



MOUTH OF THE DRAGON

It's somewhat difficult to depict on these maps, but note that the only problem with navigating through the Dragon Graveyard is that in two instances, the party must pass through the open mouth of a dragon skull to proceed.



Level 1 maps: This one shows how I didn't use any substitutions at all!

Level 1



MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
167	Beelsabuzz	194	16	165	21
168	Killing machine	165	0	315	58
171	Metal king slime	20	66	30910	240
174	Dragum	268	0	302	61
175	Smacker	131	Infinite	149	18
182	Tyrannosaurus	208	0	285	57

ATLAS

DESERT



Doors of Judgement



SAVELLA AREA

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires magic key

ITEMS FOUND

- | | |
|-----------------|---------------|
| Magic water | Seed of magic |
| Seed of defence | Fresh milk |
| Seed of life | |



MONSTER APPEARANCES

SAVELLA AREA—DAY

NO.	NAME	HP	MP	EXP	GOLD
121	Magic slumberbee	78	14	41	9
127	Bulldozer	131	0	117	31
134	Demonrider	126	0	131	37
141	Silenus	131	0	113	38
142	Robo-robin	99	99	96	43

SAVELLA AREA—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
120	Night emperor	100	0	93	46
104	Skeleton soldier	94	12	93	26
129	Shade	86	0	78	14
132	Hoodlum	123	0	106	32
135	Killer moth	94	8	116	14

SWEET BIRDSONG

Cows aren't the only animals providing items on the holy island of Savella. Certain birds in the central and northwest portions of Savella also give up items when "spoken" to. The only problem is being nimble enough to catch up to these evasive little critters!



Lord with his henchmen in the northwest part of the road to the Savella Area, you can find many...

SAVELLA CATHEDRAL

Recommended Level: 35

AREA MAPS



ITEMS FOUND

- Mini medal
- Seed of wisdom
- Dragon slayer recipe

ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Merdotal herb	8G	N/A
Anidotal herb	10G	N/A
Holy water	20G	N/A
Chimera wing	25G	N/A
Moonwort bulb	30G	N/A
Gold rosemary	500G	Hero, Yanguus, Jessica, Angelo

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Steel scythe	3700G	Yanguus
Eagle dagger	3900G	Jessica
Partisan	4400G	Hero
Holy silver rapier	6600G	Angelo

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Full plate armour	2300G	Hero
Silver mail	4300G	Hero, Angelo
Magic vestment	4400G	Jessica, Angelo
Steel shield	2500G	Hero, Yanguus
Iron mask	3500G	Hero, Yanguus

RELIGIOUS HUB

Aside from the massive Goddess statue on the Holy Isle of Neos, Savella Cathedral is one of the largest and most gorgeous monuments to faith in the world. People from all walks of life come to Savella to kneel on the steps and pray to the Goddess for guidance, divination, and deliverance from evil. The people here know a great deal about the world, including hidden locations where you might not have thought to look.

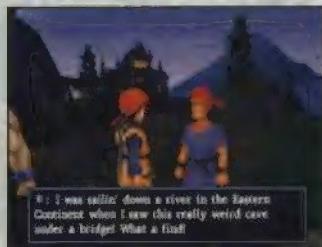


MAP KEY

- Inn
- Item Shop
- Armour Shop
- Church
- Weapon Shop

ATLAS

SAVELLA AREA



Speak to the pilgrims visiting Savella Cathedral to find out where to start the journey to find a hidden world.

PIRATE'S COVE (FAREBURY REGION)

Recommended Level: 35

ITEMS FOUND

790 gold coins	Seed of magic
Mini medal	Rock salt
Magic water	Hades helm
Pirate's Cove map	Bone shield
Mini medal	Mini medal
Mini medal	Important Item



AREA MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires ultimate key
- Breakable Pot
- Breakable Barrel

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
120	Mimic	143	Infinite	128	72
175	Smacker	131	Infinite	149	16
176	Zombie gladiator	180	16	283	71
183	Demon thunderer	179	0	250	48
239	Man o' war	35	0	23	12
240	King kelp	86	8	56	76
245	Crayzee	91	16	94	25
255	Merknok	196	32	278	54
257	Octowarm pirate	205	16	290	63
258	Riptide	235	13	331	112



Level 1**Level 2**

ATLAS

SAVANNA AREA

LOCKED ENTRANCE

You cannot enter the Pirate's Cove unless you have the **ultimate key**. Use it to unlock the gate near the docking point.



Use the ultimate key to unlock the entrance to the dangerous *Pirate's Cove*.

SLUICE

A sluice gate on Level 4 allows you to drain water, but from what?



What could the *water* be used for? Building an *boat*, perhaps no *boat*.

DEAD END

When you're searching for some way past the pirate's "study," search the bookshelves against the wall for some ancient volume that might hint at how to proceed.



Classy! The bookshelves are very mysterious...you have to find a hidden door in the room or seek an alternative path out.

Level 3**Level 4****DROWNING LADDER**

The ladder secured to the inside wall of the water tank may indicate that the old pirates had some secret route through the center of the large room. But how do you drain the pool?



The *ladder* secures *water tank* is a clear *clue* after that you could climb from *Level 2* to *Level 4* if only the path goes a bit *steep*.

ISOLATED PLATEAU

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires ultimate key

ITEMS FOUND

- Fresh milk x6
- Milk medall
- Magical mace
- Lesser panacea
- Mighty amulet
- Ellin elixir

INFAMOUS MONSTERS



Puppet
Duglett



Giantes
Guardman



Ochre Ogre



Slime
Designer

ENIGMA IN STONE

A strange monument stands on the highest hill near the center of Empyechu. Being so high and so large, perhaps it's a beacon to some force from above?



Travel to the center of the plateau to activate the mystery and function of the strange monument.



MONSTER APPEARANCES

WEST AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
173	Elysium bird	173	32	163	43
176	Zombie gladiator	180	16	283	71

WEST AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
164	Troll	423	0	210	46
173	Elysium bird	173	32	163	43
175	Smacker	131	Infinite	149	18
177	Stone golem	278	0	340	38
182	Tyrannosaurus	208	0	283	57
188	War gryphon	249	20	305	59

WEST AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
8	Slime	7	0	1	1
174	Dragon	268	0	302	61
178	Macho macho	316	24	318	51
188	War gryphon	249	20	305	59
190	Heligator	512	0	617	138

EAST AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
173	Elysium bird	173	32	163	43
176	Zombie gladiator	180	16	283	71

EAST AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
4	Dracky	10	0	2	3
175	Smacker	131	Infinite	149	18
183	Demon thunderer	179	0	250	48
186	Grim rider	256	9	304	72

THE FLYING SHADOW

By chance, usually after resting with the local population, the heroes might encounter a massive shadow flying across the ground near the center of the plateau, darting up into the sky. There does not seem to be anything that could create the shadow. Is the shadow perhaps trying to lead you somewhere?



WEST AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
4	Dracky	10	0	2	3
175	Smacker	131	Infinite	149	18
183	Demon thunderer	179	0	250	48
186	Grim rider	256	9	304	72

EAST AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
179	Macho macho	316	24	318	51
182	Tyrannosaurus	208	0	283	57
188	War gryphon	249	20	305	59
190	Heligator	512	0	617	138

EAST AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
164	Troll	423	0	210	46
175	Smacker	131	Infinite	149	18
177	Stone golem	278	0	340	38
182	Tyrannosaurus	208	0	283	57
188	War gryphon	249	20	305	59

ATLAS

ISOLATED PLATEAU

EMPYCCHU

Recommended Level: 5+

AREA MAPS



ITEMS FOUND

- | | |
|------------------|------------------|
| Seed of strength | Rock salt |
| Red mould | Rennel powder |
| Waterweed mould | Fresh milk |
| Mini medal | Mini medal |
| Mini medal | Fur poncho |
| Seed of skill | Special medicine |
| Chimaera wing | |

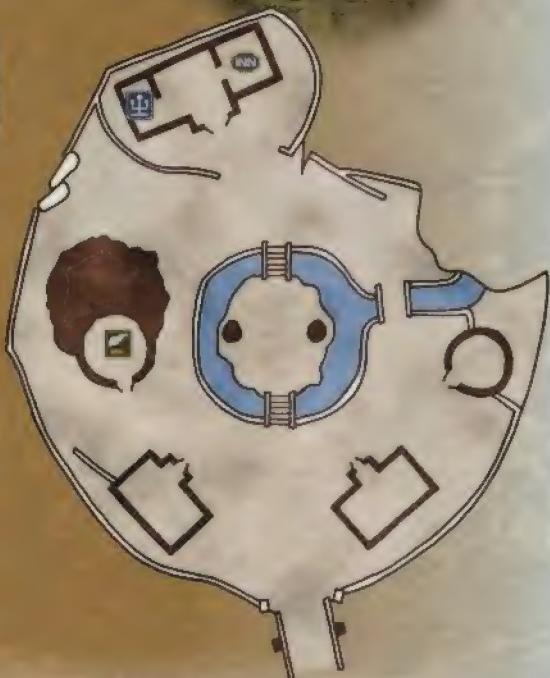
MAP KEY

- Inn
- Item Shop
- Church



TRADING POST SHOP LIST

ITEM	COST (G)	EQUIP ON
Holy water	20G	N/A
Magical mace	9000G	Jessica, Angelo
Mercury's rapier	10500G	Angelo
Randit mail	13000G	Yanguis
Flame shield	7105G	Yanguis, Jessica
Mythril helm	15300G	Hero, Angelo



NOTEWORTHY LOCALS



Chief

The village chief is the eldest and wisest member of the tribe that inhabits this region, therefore, the one person who the party can speak to about

recent events in this area without hearing a bunch of superstition. The chief knows a great deal that the heroes need to learn if they have any hope of flying.

ISOLATED SOULS

The residents of Empychu are extremely primitive descendants of people who have been shipwrecked on this mysterious island over the centuries. Some of the denizens arrived more recently, such as a peddler who has set up shop in one of the eastern huts, and a wandering priest who wound up spreading the good word here entirely by accident.



The people here may be simple, but they know a great deal about some of the more mysterious features of the island.



ALCHEMY POT TIPS: ALCHEMY IN THE LOST WORLD

Although you're far from civilisation, the ingredients you need to enhance many items sold in Empychu are probably already available. Certainly, fresh milk is available, and there should be a cowpat to spare. These ingredients combine with a mythril helm to create a slightly stronger **raging bull helm** (Defence 42).

Good armour for Jessica is hard to come by. You can make a relatively strong **magical skirt** (Defence 55) by buying a magical mace (or finding one elsewhere on the island) and dropping it into the pot along with a magical hat and a bandit's grass skirt.

Swallowtails aren't cheap, but if you've already purchased one in Arcadia or Orkust, mix it with a flame shield (sold in Empychu) to gain a 10-point boost in attack power with the **flametang boomerang** (Attack 63).

Nothing at the shop is worth much to Yangus. However, the mighty armlet found in a chest outside town is quite the gift for a hammer specialist. Mix this with a war hammer to upgrade to an **Über war hammer** (Attack 69).

RECIPE SUMMARIES

Raging bull helm = mythril helm + fresh milk + cowpat

Magical skirt = magical mace + bandit's grass skirt + magical hat

Flametang boomerang = swallowtail + flame shield

Über war hammer = war hammer + mighty armlet

ATLAS

ISOLATED
PLATEAU

WORLD OF DARKNESS

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires ultimate key



- Mini medal
- Devil's tail
- Iron headgear
- Seed of agility



MONSTER APPEARANCES

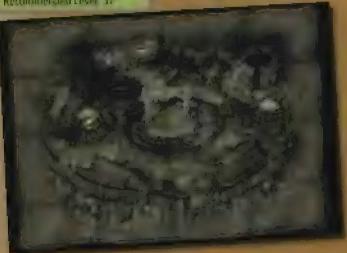
DARK EMPYCHU—ANY TIME

No.	Name	HP	MP	EXP	GOLB
161	Dark slime	97	16	87	12
170	Shadow	154	0	216	14
178	Dark condor	165	36	224	26
186	Dark skeleton	240	0	304	31
187	Dark macarthur	334	0	353	56
182	Dark sea-diva	236	25	287	61
189	Dark turkey	214	12	509	73
194	Darkedile	593	0	637	136

DARK EMPYCCHU

Recommended Level: 11

AREA MAPS

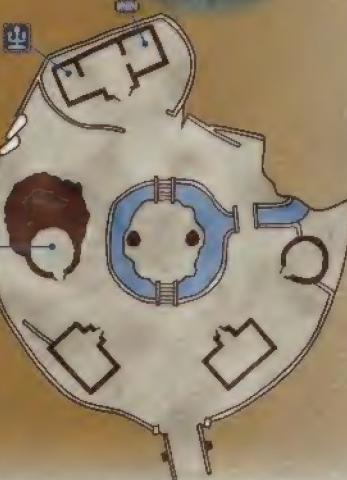


ITEMS FOUND

- | | |
|----------------|------------------|
| Seed of magic | Premium mould |
| Rock salt | Dragon scale |
| Mini medal | Fresh milk |
| 180 gold coins | Mini medal |
| Cowpat | Mini medal |
| Mini medal | Special antidote |
| Cold cheese | |

TRADING POST SHOP LIST

ITEM	COST (G)	EQUIP ON
Holy water	20G	N/A
Magical mace	9000G	Jessica, Angelo
Mercury's rapier	10500G	Angelo
Benefit mail	15000G	Yanguis
Flame shield	7100G	Yanguis, Jessica
Mythril helm	13300G	Hero, Angelo



ATLAS

WORLD OF
DARKNESS

SHADOW WORLD

The reaction of the townsfolk to the appearance of the colorful heroes in this eerily dark world is that of shock and awe. But even in the middle of the commotion, one thing that's immediately apparent is that everything in the light version of Empycchu has a mirror double here. After taking another stroll around the village to gather items and learn clues from the locals, speak to the shadowy double of the chief in the largest hut to learn about this place and its connection to the heroes' journey.



Upon the dark world's version of the chief's arrival, the characters can do to escape from this colorless situation.



As found in the heroes' home world, a strange stone structure stands in the center of the island. What will happen as the characters approach this mirror image landmark?

GODBIRD'S EYRIE (DARK) AREA MAPS

Recommended Level: 37

ITEMS FOUND

- Godbird's Eyrie map
- Gold nugget
- Ring of truth
- Demon whip
- Saint's ashes
- ?? Important item

MONSTER APPEARANCES

N.	NAME	HP	XP	EXP	PN. 25
161	Dark slime	97	16	12	
170	Shadow	154	16	216	14
178	Dark condor	163	36	224	26
180	Dark skeleton	240	6	504	51
184	Dark star	258	12	309	66
185	Dark minister	193	16	356	101
187	Dark sea-diver	236	25	267	61
189	Dark turkey	214	12	309	75
191	Dark dullahan	292	6	526	138
194	Dark scullie	593	0	637	138

MAP KEY



Treasure Chest



Treasure Chest, requires ultimate key



Side A



Side B



Level 1



G

B on pg. 100

C on pg. 100

Level 2



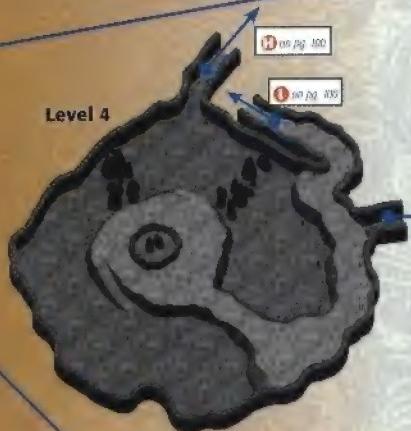
Level 3



B on pg. 100

D on pg. 100

Level 4



E on pg. 100

F on pg. 100

Level 5



Level 5



G on pg. 100

ATLAS

WORLD OF DARKNESS

AREAS ACCESSIBLE BY AIR

WORLD MAPS

MAP KEY

- Breakable Pot
- Treasure Chest
- Treasure Chest, requires ultimate key



MONSTER APPEARANCES

AREAS ACCESSIBLE BY AIR GENERAL—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
173	Blynum bird	173	32	163	43
196	Bloody hand	192	0	146	17

AREAS ACCESSIBLE BY AIR GENERAL—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
84	Liquid metal slime	8	Infinite	10050	18
101	Night emperor	180	0	93	46
192	Killer croaker	183	14	166	16

AREAS ACCESSIBLE BY AIR GENERAL—DAY

NO.	NAME	HP	MP	EXP	GOLD
2	Candy cat	10	0	2	2
110	Gold golem	120	0	54	726
116	Bomboulder	115	10	111	11
188	War gryphon	249	20	305	59
193	High roller	284	28	245	87
195	Cyclops	482	0	443	69

REACHING HIGHER GROUND

By following the natural course of events and clearing dungeon after dungeon up to this point, it comes to pass that the heroes become capable of flight. This new ability allows you to land in areas that were previously inaccessible. By landing in these areas, you can gain new items and learn new clues regarding the growing threat and the history surrounding it. While soaring through the skies, look for vapory clouds hanging in the air above certain areas. Despite their uninviting appearance, you may be able to land and explore these areas.

EGEUS' TABLET

Recommended Level: 38

AREA MAPS

ITEMS FOUND

- Yggdrasil leaf
- Mini medal
- Mini medal

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
116	Bomboulder	115	10	111	31
173	Lysium bird	173	32	163	43
388	War gryphon	249	20	305	59
190	Heligator	512	0	617	158
197	Snapdragon	436	30	356	63

Egeus' Tablet



A LONELY SHRINE

The friendly monsters in the field provide valuable clues. They tell you about the engraving in the sheltered area, as well as an item hidden in the sandy area surrounding the water near the tablet.



ATLAS

AREAS
ACCESSIBLE
BY AIR



It has everything it collects in its hand.

Send the friendly monsters to learn why they dwell in the mysterious location.

MYSTERIOUS ALTAR

Recommended Level: 30

AREA MAPS



Mysterious
Altar

SHRINE TO A DRAGON GOD

This amazing structure is atop a mountain east of Chateau Felix. The origin and function of this place is completely unknown. There's a statue of a dragon perched over the stone marker as if it were protecting it. Who built this place and for what reason?



There is nothing written on the stone marker.

The dragonette notes that the inscription is not legible. Perhaps markings might become clearer at some later time...

HIGHPLACE ON NORTHWEST ISLE

Recommended Level: 38

AREA MAPS

INFAMOUS MONSTERS



ITEMS FOUND

Runic shield



Highplace on
Northwest Isle



ATLAS

AREAS
ACCESSIBLE
BY HB



HILL ON ARGONIA'S WESTERN BORDER

Recommended Level: 38

AREA MAPS

ITEMS FOUND

Flametang boomerang



Hill on Argonia's
Western Border



MOUNTAIN OVERLOOKING DESERT

AREA MAPS

Recommended Level: 38

INFAMOUS MONSTERS

ITEMS FOUND

- Mini medal
- Ogre shield



Mountain Overlooking Desert



EMPYCCHU'S SOUTH RISE

AREA MAPS

Recommended Level: 38

INFAMOUS MONSTERS

ITEMS FOUND

- Skull helm



Empycchu's
South Rise



HIGHPLACE NEAR NEOS

Recommended Level: 38

AREA MAPS



Highplace near
Neos

ATLAS

AREAS
ACCESSIBLE
BY AIR



ASCANTHA LAKE ISLAND

AREA MAPS

Recommended Level: 38

INFAMOUS MONSTERS



Kite, Gremor



Bushwhacker

ITEMS FOUND

Yggdrasil dew



Ascantha Lake
island

HOWLWIND HILL

Recommended Level: 36

AREA MAPS

ITEMS FOUND

Conqueror's axe

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
8	She-slime	18	0	8	6
12	Bubble slime	20	0	5	7
21	Healthlime	24	12	18	13
36	Metal slime	4	Infinite	1350	5
66	Cureslime	54	20	70	11
84	Liquid metal slime	8	Infinite	10050	18
111	Kong slime	210	25	110	51
131	King cureslime	180	Infinite	136	16
171	Metal kong slime	20	66	30010	240



Howlwind Hill



ALCHEMY POT TIPS: SOMETIMES A CURSE IS A BLESSING

The **Godbird's soulstone** enables the party to fly to the unreachable hills and cliffs of many familiar areas. Although the items on these high grounds may not seem fantastic at first, many are ingredients in recipes that generate some of the game's most powerful items.

The skull helm, found in the bluffs of Empyrrhus, is one such item. Purify it with saint's ashes to make a **sun crown** (Defence 52). But that's only the first step. Then mix the crown with a tough guy tattoo and a magic boar hide to create a **timbrel of tension**, a stunningly powerful combat item that when used in battle raises everyone's tension.

The rumous shield found near the Dark Ruins is also cursed, and combining it with a standard dose of saint's ashes is not enough to purify it. Some orichalcum must also be thrown in, and the resulting item is the most powerful shield in the game, the **metal king shield** (Defence 65). If you don't have any orichalcum, find a piece in the Godbird's Eyrie located in the World of Light.

RECIPE SUMMARIES

Sun crown = skull helm + saint's ashes

Timbrel of tension = sun crown + tough guy tattoo + magic boar hide

Metal king shield = rumous shield + orichalcum + saint's ashes

GODBIRD'S EYRIE

Recommended Level: 38

AREA MAPS

ITEMS FOUND

- Mini medal
- Dragon dung
- Gold nugget
- Orichalcum
- Mini medal

MONSTER APPEARANCES

NO	NAME	HP	MP	EXP	GOLD
4	Drooky	16	0	2	5
84	Liquid metal slime	8	infinite	10050	18
173	Elysium bird	173	32	165	45
174	Dragonite	268	0	302	61
175	Smacker	131	infinite	149	18
176	Zombie gladiator	180	16	283	71
177	Stone golem	278	0	340	38
179	Mucho macho	316	24	318	51
182	Tyrantosaurus	208	0	283	52
183	Demon thunderer	179	0	250	48
186	Grim rider	236	9	304	72
192	Killer croaker	183	14	166	16
193	High roller	284	28	245	87
196	Bloody hand	192	0	146	17



MAP KEY

- Treasure Chest
- Treasure Chest, requires ultimate key

ATLAS

AREAS
ACCESSIBLE
BY AIR

Godbird's Eyrie



Level 1



Level 2



Level 3



ATLAS
AREAS
ACCESSIBLE
BY AIR



Level 5



Level 5



UNTRODDEN GROVES

WORLD MAPS

INFAMOUS MONSTERS



Arch-evilidemon Big Blue Bully

MAP KEY

Treasure Chest, requires ultimate key

ITEMS FOUND

- Fresh milk x2
- Super spicy cheese
- Mini medal

MONSTER APPEARANCES

UNTRODDEN GROVES—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
161	Dark slime	97	16	87	12
171	Metal slime king	29	66	30010	240
184	Dark star	256	12	301	66
192	Killer crouker	185	18	186	16
193	High roller	284	28	245	87
195	Cyclops	482	0	443	69
196	Bloody hand	192	6	146	17
197	Snadragon	436	30	556	65
198	Buffalogger	360	0	363	120
199	Muthawiker	344	35	518	160
203	Claws	283	0	586	73
206	Trollfighter	285	Infinite	376	80



TRYAN GULLY

Recommended Level: 10

AREA MAPS



ITEMS FOUND

Mini medal	Yggdrasil dew
Elf elixir	Mini medal
Slime crown	Staff of antimagic
Premium mould	Important item
Seed of delence	

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Dragonbane	11000G	Hero, *Jessica (knife skill)
King axe	17000G	Yngus
Blizzard blade	21000G	Hero, *Jessica (knife skill)
Great bow	28000G	Angelo
Heavy hatchet	29000G	Yngus
Staff of resurrection	45000G	Jessica, Angelo

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Giant armour	18000G	Yngus
Mirror armour	21000G	Hero, Angelo
Mirror shield	15000G	Hero, Angelo
Power shield	18000G	Hero, Yngus, Angelo
Thinking cap	13000G	Jessica, Angelo
Great helm	16000G	Hero, Yngus



MAP KEY

- Inn
- Item Shop
- Pub
- Gold Bank
- Armour Shop
- Church
- Weapon Shop

ATLAS

UNTRIDDEN
GROVES



NOTEWORTHY LOCALS



Raya

An elf maiden, Raya is one of the first creatures rescued by one of the great sages and brought to Tryan Gully to live in harmony with humans and monsters. Although she's not the leader of the community in any official way, the other residents here certainly look up to her.

TRODE'S RELIEF

Finally, a place where poor King Trode can show his hideous face without concern! Speak with the monster just outside town, as well as the bartender, to learn all there is to know about the Tryan Gully community, and why Trode should be extremely happy here. The monsters are very capable of crafting amazing weapons and equipment, so visit all the shops and purchase whatever is affordable. Then proceed across the bridge and into the small shrine to speak with Raya, Drang, and a gigante, who are some of the co-founders of this enlightened brotherhood.



While exploring the town, note the locked treasure room in the cave below the shop. Perhaps you should speak to someone about unlocking it.



ALCHEMY POT TIPS: A FEW FINAL CONCOCTIONS

Time to make a new bow for Angelo in the alchemy pot! Purchase the great bow from Tryan Gully's shop. In spite of its fabulosity, do not equip it. Instead, combine it in the alchemy pot with Eros' bow and Cheiron's bow to form the awesomely powerful **Odin's bow** (Attack 125).

The mirror shield sold in Tryan Gully is risky to use, since it reflects even healing and status-boosting spells. Instead of equipping the mirror shield, drop it into the pot along with a white shield and a holy water to create a **saintess shield** (Defence 46) for Jessica. Next, purchase a thinking cap and mix it with a gold nugget and a silver tiara (sold in Argonia) to make Jessica a **golden tiara** (Defence 43).

Strong shields and helmets are helpful, but nothing matches a good suit of armour. Acquiring Jessica's best costume change requires a two-stage recipe. First, mix up a **shimmering dress** (Defence 67) by combining a spangled dress (found in Baccarat) with a gold bracer and a ruby of protection. Then mix the resulting shimmering dress with the dangerous bustier that Princess Minnie awards to travellers who collect 99 mini medals. The resultant **divine bustier** (Defence 105), with its high defence, ensures that Jessica will maintain her "VA-VA-VOOM!" for the remainder of the game.

RECIPE SUMMARIES

Odin's bow = Eros' bow + Cheiron's bow + great bow

Saintess shield = white shield + mirror shield + holy water

Golden tiara = silver tiara + thinking cap + gold nugget

Shimmering dress = spangled dress + gold bracer + ruby of protection

Divine bustier = dangerous bustier + shimmering dress

LORD HIGH PRIEST'S RESIDENCE (SAVELLA AREA)

AREA MAPS

Recommended Level 24



ITEMS FOUND

- Mini medal
- Sage's robe
- Seed of life
- Mini medal

ATLAS

UNTOUCHED
GROVES



HOLY ISLE OF NEOS

WORLD MAPS

INFAMOUS MONSTERS



Goldbricker



Crazed Colossus

MAP KEY



Treasure Chest



Treasure Chest, requires magic key



Magic water



Agility ring



MONSTER APPEARANCES

NEOS ISLAND—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
106	Redtail hipster	103	0	92	36

NEOS ISLAND—DAY

NO.	NAME	HP	MP	EXP	GOLD
106	Faf devil	85	0	78	21
110	Gold golem	120	0	54	726
115	Wolfpote	107	24	102	45

118 Hades condor

NEOS ISLAND—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
100	Night emperor	180	0	93	46
104	Skeleton soldier	94	12	95	26
107	Mushroom mage	91	10	75	13
113	Toxic zombie	116	0	75	17



ITEMS FOUND

Seed of magic	Scholar's specs
Moonwort bulb	Spicy cheese
Holy water	Gold rosary
16 gold coins	Seed of skill
Chimaera wing	Templar Captain's ring
80 gold coins	

*TRADING POST SHOP LIST (APPEARS AFTER CERTAIN EVENTS)

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Moonwort bulb	30G	N/A
Holy water	20G	N/A
Dream blade	4700G	Hero, *Jessica (knife skill), Angelo
Turtle shell	2300G	Yanguis
Quail of evasion	3000G	Jessica, Angelo

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Edged boomerang	1360G	Hero
Chain whip	2200G	Jessica
Steel scythe	3780G	Yanguis
Dream blade	4700G	Hero, *Jessica (knife skill), Angelo
Holy silver rapier	6600G	Angelo



Cross over the walkway of the Goddess statue from the top of the guard tower near the entrance to town.

ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Holy water	20G	N/A
Chimaera wing	25G	N/A
Gold rosary	500G	Hera, Yanguis, Jessica, Angelo

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Full plate armour	2300G	Hero
Silver cuirass	3200G	Yanguis
Light shield	2250G	Hero, Yanguis, Jessica, Angelo
Steel shield	2500G	Hero, Yanguis
Iron mask	3500G	Hero, Yanguis

AREA MAPS

MAP KEY

- Inn
- Weapon Shop
- Item Shop



ATLAS

HOLY ISLE OF NEOS



THE IMMENSE GODDESS SHRINE

The pilgrims visiting the holy island and its citizens, who profit from the tourism industry, are generally friendly and informative people, but no one on the island has enough clout to get the party past the Templars guarding the entrance to the shrine at the base of the stone Goddess statue. The only way the party can enter the shrine is when the public is admitted for some sort of special occasion.

TROLLS' MAZE (???)

Recommended Level: 40

ITEMS FOUND

- Mini medal
- Hell sabre
- Seed of strength x2
- Seed of life x5

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
131	King cureslime	180	Infinite	136	16
164	Troll	423	0	210	46
195	Cyclops	482	0	443	69
197	Snaptdragon	436	30	356	53
204	Ross troll	780	0	426	56
232	Great troll	1010	0	679	68



THROUGH THE LOOKING GLASS

This hidden dungeon is extremely easy to navigate. Proceed across the suspended platforms that form a path to the back room, where someone of prominence in politics can be heard begging for release. Speak to the monsters in this chamber to determine what can be done to resolve the situation.

AREA MAPS

MAP KEY

- Breakable barrel
- Breakable pad
- Cabinet/Wardrobe/Cupboard
- Treasure chest
- Treasure chest, requires ultimate key



The **hell sabre** found in the last Maze is an incredibly powerful ready-to-wield weapon for Angels.

BLACK CITADEL (???)

Recommended Level: 41



MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
131	King cureslime	180	Infinite	136	16
171	Metal king slime	20	66	30010	240
200	Archdeamon	348	45	418	62
201	Blobonga	443	0	376	66
202	Caped Caperer	216	0	199	31
203	Claws	283	0	386	73
204	Boss troll	780	0	426	56
205	Mimic king	340	Infinite	402	71
206	Fowlfighter	285	Infinite	376	60
207	Dullahan	335	24	378	48
208	Gigantes	710	0	511	36
209	Frou frou	510	0	396	57
210	Stone guardian	450	0	422	80
211	Wight priest	258	Infinite	398	57
212	Hell gladiator	376	0	416	94

AREA MAPS

MAP KEY

- Breakable barrel
- Breakable pad
- Cabinet/Wardrobe/Cupboard
- Treasure chest
- Treasure chest, requires ultimate key

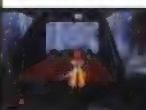
ITEMS FOUND

Black Citadel map	Cured cheese	500 gold coins
Sage's stone	Trollie dirk	1200 gold coins
Dark robe	Orihalcum	Seed of defence
Premium mould	Hard cheese	Prayer ring
Rock salt	Yggdrasil leaf	Orihalcum
Seed of life	Saint's ashes	Silver shield



COLLAPSED STAIRS

Initially, getting around in the outdoor portion of the Black Citadel is difficult because certain stairways are collapsed, such as the central one leading from the lower level up to the mezzanine. In order to reach the switch that raises these stairs, the heroes must navigate and search through this massive citadel. However, raising these connecting paths makes it easier to navigate through the Black Citadel a second time, in case you find it necessary to leave and save your game or use the alchemy pot.



Carry out demands across the heroes to complete every leading walk and corner of the outdoor areas, keeping the way to reach the top of the tower.

Entrance

Map

START

A on pg. 120

B on pg. 120

C on pg. 120

D on pg. 120

E on pg. 120

F on pg. 120

G on pg. 120

H on pg. 120

I on pg. 120

J on pg. 120

K on pg. 120

L on pg. 120

M on pg. 120

N on pg. 120

O on pg. 120

P on pg. 120

ATLAS

HOLY SEE
WE NEEDS

MYSTERIOUS MESSAGE

Examine the frightening plaque at the bottom of the room. Although the meaning of the inscription may seem vague, keep it in mind while navigating the confusing lower levels of the Black Citadel.

The last of darkness comes to me, the last when set in the city of the spirit, you must never retreat your steps...

It is always brighter to let others do the work. And is not the job of men?

Level 1

Level 3

MECHANICAL LEVER

A lever on the upper level of the outdoor area stands near the edge of the balustrade. What good can come of moving the handle in such a dire place?



The lever on the level above the courtyard may be helpful or not...

(A) on pg. 115

(B) on pg. 119

Level 2

(A) on pg. 116

(B) on pg. 119

(C) on pg. 119

(D) on pg. 119

(E) on pg. 119

Entrance Stairs

Level 5

Level 4

Level 3

Level 2

Level 1

(F) on pg. 111

CRUCIAL POINT

Examine the dark engraving on the wall across from the entrance of this circular area to fully restore the party's HP and MP. This may be just the shot in the arm the party needs in order to surge forward to their final destiny!



You have less time now; the entrance of the downward spiral offers the party a boost before the crash comes.

Spiral 1



OHP pg 19

Spiral 2



ATLAS

HOLY ISLE
OF NEOS

Spiral 3



Spiral 4



Spiral 5



Spiral 6



Spiral 7



SIDE QUESTS

This chapter contains data and strategies for the many optional side quests and mini-games that you can experience alongside the game's primary quest. You can spend as much or as little time on these diversions as you like, or ignore them entirely. The challenges they offer are great, but those who succeed will be well rewarded.

Mini Medal Collecting

WHAT ARE MINI MEDALS?

There are small medals hidden throughout the game that can be found inside cabinets, treasure chests, and barrels. You can't use or sell them, but they do have a value on the tiny island kingdom that is home to Princess Minnie.



The more medals you deliver to Princess Minnie, the more rewards you can earn. You cannot purchase or find most of her rewards anywhere else, and many of them are quite powerful. Keep your eyes peeled for medals and return to her frequently!

MINI MEDAL CHECKLIST

The following section contains a brief listing of the number of medals in their corresponding areas. Note that, in some cases, you will need to acquire an item first.

# OF MEDALS	AREA
1	FAREBURY
1	PEREGRIN QUAY
3	MAELLA ABBEY
1	SIMPLETON
2	RUINED ABBEY
3	ASCANTHA CASTLE
6	PICKNAM
3	RED'S DEN
3	SWORDSMAN'S LABYRINTH
1	HILLTOP HUT
5	TRODAIN CASTLE
1	MOLE HOLE
3	PRINCESS MINNIE'S CASTLE
1	SAVELLA CATHEDRAL
1	SEAVIEW CHURCH
6	BACCARAT
1	SEER'S RETREAT
8	ARGONIA
1	ROYAL HUNTING GROUND: HOUSE

# OF MEDALS	AREA
1	ROYAL HUNTING GROUND
2	DARK RUINS
1	DRAGON GRAVEYARD
3	ARCADIA
2	MARTA'S COTTAGE
4	ORKUTSK
3	HERB GROTTO
4	PIRATE'S COVE
3	EMPYCHU
2	DARK EMPYCHU
2	GODBIRD'S ERYIE
2	THRIAN GULLY
2	LORD HIGH PRIEST'S RESIDENCE
1	UNKNOWN...
1	TROLLS' MAZE
15	FIELD
1	WORLD OF DARKNESS
1	LE CLUB PUFF-PUFF

HUNTING FOR MEDALS

The medals are hidden in towns, dungeons, the field, and even homes and inns. With one exception, they are always inside a cabinet, a pot, a barrel, a hanging bag, or a treasure chest. There are 115 medals in all, but you only need to find 110 to get the final reward. Most of them are hidden in the towns, but nearly every major area has at least one. Use Yangu's Nose for Treasure (a skill learned when you assign 16 skill points to his Humanity skill set) to make finding them a little easier.



26 Medals

Fishnet stockings (accessory); defence: 8; equipped by Jessica



36 Medals

Posh waistcoat (armour); defence: 48; equipped by Angelo



45 Medals

Staff of divine wrath (staff); attack: 35, cast Swoosh when used in combat; equipped by Jessica, Angelo



52 Medals

Gold nugget (item); used in alchemy



60 Medals

Meteorite bracer (accessory); agility: +50; equipped by Hero, Yangu, Jessica, Angelo



68 Medals

Miracle sword (sword); attack: 80, restores user's HP; equipped by Hero, Jessica



75 Medals

Sacred armour (armour); defence: 84, regenerates wearer's HP; equipped by Hero, Angelo



83 Medals

Orichalcum (item); used in alchemy



90 Medals

Metal king helm (helmet); defence: 55, increases resistance to status effect spells; equipped by Hero, Yangu, Jessica, Angelo



98 Medals

Dangerous brazier (armor); defence: 1, changes Jessica's appearance; equipped by Jessica



110 Medals

Gail of destruction (weapon); attack: 125, hits all enemies; equipped by Yangu

CASINO GAMES

You can play at a casino in Pickham as soon as you reach it. Stakes are low here, so it will take perseverance to win tokens to redeem for prizes. You can earn—or lose—tokens much more quickly at the high-stakes games in Baccarat, but that casino doesn't open until much later in the game.



Instead of gold coins, you gamble with tokens that can be purchased at either casino for 20 gold coins apiece. Win enough tokens and you can redeem them for prizes, which differ in each casino. You cannot sell the tokens back for gold. Later in the game, you can also earn tokens by completing a side quest in Baccarat.

PICKHAM CASINO



You can play at this casino at any time after you reach Pickham. It offers only one-token slot machines and a bingo counter, so the stakes are quite low. You must spend a lot of time at the slots—or get lucky at bingo—to earn enough tokens to claim this casino's top prizes.

BACCARAT



This casino has higher stakes and offers better prizes. However, you must first resolve the matter of Golding's estate for it to reopen, which isn't something you can do on your first visit to Baccarat. Once it reopens, you can earn money quickly by playing roulette or the 100-token slot machine.

The prizes for redemption in Pickham are:

- 100 Tokens**
Magic water (item); restores 30 or more MP to ally
- 500 Tokens**
Silver platter (shield); defence: 8; equipped by Jessica
- 1000 Tokens**
Agility ring (accessory); agility: 15; equipped by Hero, Yngus, Jessica, Angelo
- 1500 Tokens**
Titan belt (accessory); attack: 10; equipped by Hero, Yngus, Jessica, Angelo
- 3000 Tokens**
Rune staff (staff); defence: 30, casts Kabuff when used; equipped by Jessica, Angelo
- 5000 Tokens**
Platinum headgear (helmet); defence: 30; equipped by Hero, Angelo

The prizes for redemption in Baccarat are:

- 1000 Tokens**
Prayer ring (accessory); defence: 5, restores MP when used; equipped by Hero, Yngus, Jessica, Angelo
- 3000 Tokens**
Spangled dress (armour); defence: 46; equipped by Jessica
- 5000 Tokens**
Salat's ashes (item); used in alchemy
- 10000 Tokens**
Falcon blade (sword); attack: 57; attacks twice; equipped by Hero, Jessica, Angelo*
- 50000 Tokens**
Liquid metal armour (armour); defence: 101, reduces spell damage; equipped by Hero, Yngus, Jessica, Angelo
- 200000 Tokens**
Gtingham whip (weapon); attack: 127, hits all enemies; equipped by Jessica

Side Quests

SLOT MACHINES

The slots in Pickham are single token machines only, while Baccarat hosts 10-token machines and even a 100-token machine! If you have enough tokens, you can make up to five bets per pull on any machine, allowing for three-of-a-kinds



on each of the three horizontal pay lines and two diagonal ones. You can continuously play the slots, betting all five lines each time, by pressing up on the directional button or the left analog stick repeatedly. This simple control scheme allows hardcore gamblers to keep the slots rolling while they focus their attention on other things.

All slot machines are not created equal. While their reels stop at random positions, the assortment of icons on their reels can encourage occasional large payoffs or frequent small ones. You will win less often on the long-shot machines, but the payoffs for winning will make up for it.

The Best Slots in Pickham

There are eight slot machines in Pickham, although some other person will be using the third machine from the left most of the time. He's welcome to it, as it has the worst odds of the bunch! But all the machines have the odds tilted in your favor by varying degrees. The fourth machine (starting from the left) is the best performer, offering nearly a 90% profit on your investment! Machines 5 through 7 are all quite profitable as well, around the 70% range.



Keep in mind, though, that these returns are over the *long term* and factor in the odds of scoring a 777 jackpot. Machine 4 offers the best chance of scoring a 777, and even then, the odds are 1:1543. If your goal is to slowly and safely build your stake, use machine 6 (starting from the left), which will return around 30 tokens gained for every 100 spent even when the odds of the top three jackpots are stripped out of the equation.

The Best Slots in Baccarat

Among the one-token slots on the left side of the room, the third machine offers fantastic odds, but they're heavily dependent on the 1:578 chance of scoring a 500k payoff. If you don't have a lot of tokens to play the slots, you'll get more reliable odds and a nice rate of return from machine 4. The 10-token slots on the right all offer roughly the same rate of return.



The 100-token slot in Baccarat is the ultimate long-shot machine. Its reels have seven sevens instead of the usual three or four. This means your odds of scoring a 1000:1 jackpot are approximately 1:772. That's an average return of nearly 30% on your investment before you add in the payoffs from all the other rows! When totaled, they add up to an average return of over 2 tokens for every one you put in. Of course, these are long-term gains and you'll need to spend a lot of money to exploit them. If you can only afford a few pulls, you're unlikely to get the 777 you need to come out ahead.

BINGO

Bingo is the highest-stakes game in Pickham, as you can wager 100 tokens per game. (In Baccarat, the limits are raised to 300.) The point of the bingo game is to score a bingo in any direction within 10 turns (the middle square is free). The sooner you do so, the higher the payoff! You have no control of the action once you make a wager, so just sit back and see what numbers the cuteslime pulls!



Bingo doesn't offer great odds, but the potential payoffs can be huge early in the game. You may want to consider playing this game at the end of every play session; save your game, go and enter the maximum bet. If you don't come out ahead, you don't need to save your progress.

BINGO PAYOFF CHART

TURN	PAYOUT	ODDS
4 th	400x	.0004%
5 th	200x	.02%
6 th	100x	.07%
7 th	50x	.2%
8 th	25x	.4%
9 th	10x	.7%
10 th	5x	12%

ROULETTE

The roulette table is for the real gamblers. You can lose a fortune in a flash, or earn a huge payoff. The maximum bet is 500 tokens and you can make as many bets as you want. The roulette table consists of 28 numbers. You can bet on any single number, split your bet between two or four adjacent numbers, bet on a column of three or two adjacent columns of six, or bet on a row or square of nine numbers. You can also make a bet on odd, even, red, or blue.

But it all works out to the same odds, right? Usually that's true, but the Baccarat table has several quirks that alter the usual odds. Observant players can exploit these quirks to give themselves an edge.



Zero (0) is neither even nor odd, nor blue or red. That leaves 27 numbers, 14 of which are odd, and only 13 of which are even. Fourteen of them are red and 13 are blue. So odd and red actually offer fair odds, while even and blue are sucker bets.

There are a lot of betting options but the payoffs are inconsistent. Any single number is a fair bet, with a 1:28 chance of success and a 28:1 payoff. A split bet (two adjacent numbers with a chip between them) will double your odds and halve the payoff, which is what you'd expect. But if you bet a street (a column of three; place the token at the bottom of the column), you end up with 1:9.33 odds and only a 8:1 payoff. Those are the worst odds on the table!

While a single column offers an 8:1 payoff, a pair of adjacent columns (six numbers; place the token at the bottom between two columns) has a success rate of 1:4.67 with a 5:1 payoff, so the payoff significantly beats the odds! A "double street" is by far the best bet on the table, and in the long run you'll earn 107 tokens for every 100 bet. Betting four double streets is a reasonably safe way to make long-term profits.

ODDS CHART

BET	PAYOUT	AVERAGE RETURN
Inside (1 number)	28:1	100%
Split (2 adjacent numbers)	14:1	100%
Street (3 numbers in column)	2:1	85%
Quad (4 numbers in square)	7:1	100%
Double Street (6 numbers in two adjacent columns)	5:1	107%
Triple Street (9 numbers in block of three columns)	3:1	96%
Row (9 numbers in horizontal line)	3:1	96%
Even (13 numbers)	2:1	93%
Odds (14 numbers)	2:1	100%
Blue (13 numbers)	2:1	93%
Red (14 numbers)	2:1	100%

Dodgy Dave's Black Market

After completing the chain of events that begin in Pickham and end at Red's Den, you can return to Dodgy Dave in his hidden shop behind Pickham's smaller pub. He'll ask you to make custom items for him with the alchemy pot, and he'll pay generously for them. For certain items, he'll trade some of his rare items.



Dodgy Dave doesn't reveal the recipes, just the name of the item. You must determine the recipes, or find them in a book. After giving Dodgy Dave everything he asks for, he starts over from the beginning, asking for the special medicine again. You can continue to fulfill his orders for gold, but you'll only get items in trade the first time.

DODGY DAVE'S REQUESTS

ITEM	Reward
Special medicine	500 gold
Reinforced boomerang	1200 gold
Ring of immunity	Bandit axe
Robe of serenity	6000 gold
Sandstorm spear	Happy hat
Crimson robe	Big boss shield

Rewards from Dodgy Dave include:

	Bandit axe (weapon) Attack: 55; equipped by Yngus
	Happy hat (helmet) Defence: 31; recovers MP as you walk; equipped by Jessica, Angelo
	Big boss shield (shield) Defence: 50; casts Kasap when used; equipped by Yngus

Tips, Tricks, and Easter Eggs

The following section contains some really useful advice on strategies and some cool extras that make this game even more enjoyable. It even reveals some hidden Easter Eggs!

STEALING STUFF

Stealing items from enemies with Yngus's Steal Sickle or Stainless Steel Sickle ability requires a great deal of persistence. Fortunately, there are a few tricks to use to improve your chances of success.

Your success rate is roughly doubled when an enemy is put to sleep or paralysed. If you're determined to steal something, have Jessica cast Snore or Kosmoze repeatedly on the target while Yngus uses Stainless Steel Sickle. (Jessica's Whiplash and Angelo's Angel Eyes are also effective.) Even if the target is already asleep or paralysed, using the spell or ability on a regular basis will lengthen the duration of the effect.



The biggest problem with Stainless Steel Sickle is that it often kills its target. To prevent this from occurring, equip the skull helm. This cursed item reduces its wearer's attack score to 0, so Yngus will do no more than 1 point of damage each time you try to steal!



Even when an enemy is sound asleep, you'll often have about a 1 in 100 chance of success. Try this to improve the odds: eliminate all the other monsters; keep your target asleep or paralysed; and have your other party members repeatedly defend. Then have Yngus (with a skull helm equipped) use the Stainless Steel Sickle repeatedly until it succeeds.



DEFEATING METAL MONSTERS

You'll encounter metallic members of the slime family throughout the game. They typically flee right away, but if you can manage to defeat one before it gets away, you will receive a ton of experience points.



When you acquire the Godbird's soulstone, fly to Howwind Hill (just north of Rydon's Tower) to find legions of metal monsters. This is the ideal place to rack up experience once you master the small handful of skills that are effective against the creatures.



Most attacks, spells and abilities cause 0 or 1 point of damage to metal monsters, regardless of the user's attack strength!

Side Quest

The best attacks are the Hero's Thunder Thrust and Lightning Thrust spear skills and Yangus's Hatchet Man and Executioner axe skills. Since critical hits deal damage regardless of the target's defense, these abilities can do several hundred points of damage, effectively killing any metal creature instantly.

Another option is the Metal Slash sword skill learned by the Hero and Angelo, which can deal 1-2 points of damage. Pair this skill with a falcon blade or über falcon blade to possibly double the amount of damage.

The liquid metal sword inflicts a flat 2 points of damage to any metal creature, but only on a regular attack. The damage is not doubled by the Falcon Slash skill.

Characters who lack these skills should use attacks or weapons that strike twice. Since every hit has a chance of causing 1 point of damage, the more hits the better. Multishot, Multithrust and Multifists can be effective, as can Jessica's Twin Dragon Lash or Angelo's and the Hero's Falcon Slash. Also, the two-hit falcon knife, falcon blade, über falcon blade, and über double-edge are effective.



A SECOND USE FOR BAUMREN'S BELL

After everything you went through to get Baumren's bell, it seems a pity to kill the sabrecats you encounter in combat. Fortunately, you don't have to! Whenever you encounter a sabrecat, ring Baumren's bell (keep it in a character's inventory) and they'll flee the battle.



TRICKING THE YGGDRASIL LEAF SHOP

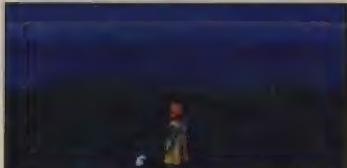
The Yggdrasil leaf shop at the Argonia bazaar has a strict one-per-customer policy, and the shopkeeper refuses to sell leaves to anyone who has one in his or her inventory. It isn't clear how exactly she knows this fact, but her sensory powers can't seem to penetrate the metal of the alchemy pot.



To buy a second Yggdrasil leaf, drop the first one into your alchemy pot with a bottle of magic water or a set of red and waterweed moulds. Both are viable recipes, and you can buy a second leaf while the pot is working. Afterward, return to the pot and cancel the recipe to return the first leaf to your inventory.

THE SECRETS OF SAVELLA'S BIRDS

You probably know that talking to a cow will get you a bottle of fresh milk, but did you know that certain birds have items as well? Two birds in the Savella Area carry items, and both are quite precious: a **seed of magic** and a **seed of life**! You'll find these tiny tweeters on the paths that lead away from the cathedral area.



COMBAT SPELLS

Characters usually learn new spells simply by gaining levels, although some are learned from spending skill points on certain skill sets (particularly Staves and each character's special skill set). A small handful of skills are learned from in-game story events.

SPELLS

COMBAT

The main stat that affects combat spells is wisdom. The higher the caster's wisdom value, the more damage the spell will cause (building tension also increases damage in most cases). With spells that apply a status effect, like sleep or paralysis, the caster's level largely determines whether the spell hits or misses. Spells that lower enemy stats or boost your characters' stats typically have fixed effects and rarely miss, although the targets may be immune to their effects.

ACELERATE

DESCRIPTION: Raises the agility of all party members.

NOTES: Raises each ally's agility by an amount equal to their base agility score. The effect lasts until the end of the battle.

TARGET: All allies

MP COST: 3

TENSION BOOST: Yes



BANG

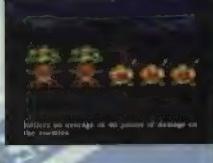
DESCRIPTION: Damages all enemies with a small explosion.

NOTES: Typically deals 16-24 points of damage but can cause up to 44 points of damage based on caster's wisdom.

TARGET: All enemies

MP COST: 5

TENSION BOOST: Yes



BANDAGE

DESCRIPTION: Stop one group of enemies from dancing for several turns.

NOTES: Prevents dancing attacks (like Undinepads Dance) from being used for 6-9 turns. Has no effect against most foes.

TARGET: Enemy group

MP COST: 4

TENSION BOOST: No



BOOM

DESCRIPTION: Ingulps all enemies in a large explosion.

NOTES: Typically deals 42-54 points of damage but can cause up to 102 points of damage based on caster's wisdom.

TARGET: All enemies

MP COST: 8

TENSION BOOST: Yes



KABOOM

DESCRIPTION: Blasts all enemies with an incredibly violent explosion.

NOTES: Typically deals 100-120 points of damage but can inflict up to 200 points of damage based on master's wisdom.

TARGET: All enemies

MP COST: 15

TENSION BOOST: Yes



Jessica learns at level 33

KABUFF

DESCRIPTION: Raises the defense of all party members.

NOTES: Raises the defense of each ally by 25% of ms or mr base defense score each time it is cast. The effect lasts for 7-10 turns.

TARGET: All Allies

MP COST: 5

TENSION BOOST: Yes



Yangus learns at 42
Humanity skill points

BOUNCE

DESCRIPTION: Throws a protective barrier that reflects the enemy's and party's spells alike.

NOTES: The barrier surrounds the user for 6-9 turns and reflects spells cast by allies and enemies alike.

TARGET: Caster only

MP COST: 4

TENSION BOOST: No



Jessica learns at 21
Staves skill points



Angelo learns at 9
Staves skill points

CRACK

DESCRIPTION: Pierces a single enemy with razor-sharp icicles.

NOTES: Typically deals 20-28 points of damage but can deal up to 52 points of damage based on master's wisdom.

TARGET: One enemy

MP COST: 3

TENSION BOOST: No



Jessica learns at level 10

BUFF

DESCRIPTION: Raises the defense of a single party member.

NOTES: Raises the defense of one ally by 50% of ms or mr base defense score. The effect lasts for 7-10 turns.

TARGET: One ally

MP COST: 2

TENSION BOOST: Yes



Angelo knows from beginning

CRACKIE

DESCRIPTION: Rips into a group of enemies with sharp icicles.

NOTES: Typically deals 34-46 points of damage but can range up to 88 points of damage based on master's wisdom.

TARGET: Enemy group

MP COST: 5

TENSION BOOST: Yes



Jessica learns at level 16

KACRACKLE

DESCRIPTION: Skewers all enemies with a host of sharp needles.

NOTES: Typically deals 64-83 points of damage but can cause up to 157 points of damage based on caster's wisdom.

TARGET: All enemies

MP COST: 0

TENSION BOOST: Yes



Jessica learns during quest

DAZZLE

DESCRIPTION: Envelops a group of enemies in illusions.

NOTES: For 5-8 turns, affected foes will miss frequently with physical attacks against your party.

TARGET: Enemy group

MP COST: 5

TENSION BOOST: No



Angelo learns at 3
Staves skill points

DIVINE INTERVENTION

DESCRIPTION: Reduces a group of enemies' resistance to magical attacks.

NOTES: Makes foes weak to magic-based attacks and status effects for 6-9 turns.

TARGET: Enemy group

MP COST: 4

TENSION BOOST: No



Angelo learns at 21
Charisma skill points

DRAIN MAGIC

DESCRIPTION: Steals MP from a single enemy.

NOTES: Amount stolen depends on enemy's current MP and caster's level.

TARGET: One enemy

MP COST: 0

TENSION BOOST: No



Angelo learns at 12
Staves skill points

FIZZLE

DESCRIPTION: Prevents a group of enemies from using magic.

NOTES: May not hit all foes. The effect lasts for 7-10 turns.

TARGET: Enemy group

MP COST: 5

TENSION BOOST: No



Hero learns at 40
Courage skill points



Angelo learns at 6
Staves skill points

FRIZZ

DESCRIPTION: Singes a single enemy with a small fireball.

NOTES: Typically deals 10-13 points of damage but can inflict up to 25 points of damage based on caster's wisdom.

TARGET: One enemy

MP COST: 2

TENSION BOOST: Yes



Jessica learns from beginning

SPELLS

COMBAT

FRIZZLE

DESCRIPTION: Burns a single enemy with a large fireball.

NOTES: Typically deals 56-72 points of damage but can cause up to 120 points of damage based on caster's wisdom.



TARGET: One enemy

MP COST: 4

TENSION BOOST: Yes



Jessica learns at level 21



KAFUDDLE

DESCRIPTION: Confuses all enemies.

NOTES: May not hit all foes, but has a higher rate of success than Fuddle. The confusion effect typically lasts from 3 to 8 turns.



TARGET: All enemies

MP COST: 10

TENSION BOOST: No



Angelo learns at 66
Charisma skill points



KAFRIZZLE

DESCRIPTION: Incinerates a single enemy with an enormous fireball.

NOTES: Typically deals 144-168 points of damage but can cause up to 264 points of damage based on caster's wisdom.



TARGET: One enemy

MP COST: 10

TENSION BOOST: Yes



Jessica learns at level 55



INSULABLE

DESCRIPTION: Launches a barrier that protects all party members from fire- or ice-based attacks.

NOTES: Damage from such attacks is reduced by half for the duration of the spell which is typically 6 to 9 turns.



TARGET: All allies

MP COST: 3

TENSION BOOST: No



Jessica learns at level 25



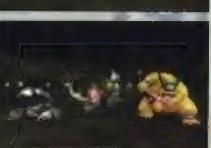
FUDGLE

DESCRIPTION: Sends a group of enemies into confusion.

NOTES: May not hit all foes. The confusion effect typically lasts from 5 to 8 turns.



Jessica learns at 25
Sex Appeal skill points



Angelo learns at 7
Charisma skill points

KAMIKAZE

DESCRIPTION: Sacrifices your own life to destroy all enemies.

NOTES: The instant explosion damages everyone (including allies) who are within a few EPS and simply destroys all foes. As all enemies are vulnerable, Destroyer cannot prevent an explosion.



Hero learns at 70
Courage skill points



MAGIC BARRIER

DESCRIPTION: Forms a protective barrier that reduces the effectiveness of foes' offensive spells.

NOTES: The barrier reduces damage dealt by enemy attack spells and reduces the accuracy of status effect spells like Squander cast by enemies for 6-9 turns.

TARGET: All allies

MP COST: 3

TENSION BOOST: No



Jessica learns at 31
Slaves skill points

SAP

DESCRIPTION: Reduces the defence of a single enemy.

NOTES: The effect lasts for 7-10 turns and cuts an enemy's defence by half of its base defence stat.

TARGET: One enemy

MP COST: 3

TENSION BOOST: No



Jessica knows from
the beginning

SPELLS

COMBAT

MAGIC BURST

DESCRIPTION: Unleashes all remaining magic power in a massive explosion.

NOTES: Base damage to each enemy is equal to double the amount of MP spent.

TARGET: All enemies

MP COST: All remaining MP requires min 1 MP

TENSION BOOST: Yes



Jessica learns at 100
Fafnircuffs skill points

KASAP

DESCRIPTION: Reduces the defence of a group of enemies.

NOTES: The effect lasts for 7-10 turns and cuts the enemies' defence to 25% of their base defence stat.



Jessica learns at 7
Slaves skill points

OOMPH

DESCRIPTION: Increases the attack of a single ally monster.

NOTES: Handles damage from physical attacks and certain abilities for 5-9 turns. During that time, target cannot score critical hits.

TARGET: One ally

MP COST: 3

TENSION BOOST: No



Jessica learns at
level 19



Angelo learns at 65
Slaves skill points

SHARE MAGIC

DESCRIPTION: Shares some of your MP with allies.

NOTES: The amount of MP transferred varies but averages around 30% of Yangus's Max MP.



Yangus learns at 37
Humanity skill points

SIZZ

DESCRIPTION: Burns a group of enemies with a blazing fire.

NOTES: Typically deals 15-19 points of damage but can cause up to 35 points of damage based on caster's wisdom.



TARGET: Enemy group

MP COST: 4

TENSION BOOST: Yes



Hero learns at level 11



Jessica learns at level 11

SIZZLE

DESCRIPTION: Burns a group of enemies with a blazing wall of fire.

NOTES: Typically dealt 24-34 points of damage but can cause up to 62 points of damage based on caster's wisdom.



TARGET: Enemy group

MP COST: 6

TENSION BOOST: Yes



Hero learns at level 20



Jessica learns at level 20

KASNOOZE

DESCRIPTION: Scatters a group of enemies with the bazing flames of the underworld.

NOTES: Typically deals 70-90 points of damage but can cause up to 170 points of damage based on caster's wisdom.



TARGET: Enemy group

MP COST: 10

TENSION BOOST: Yes



Hero learns at level 52



Jessica learns during quest

SNOOZE

DESCRIPTION: Puts a group of enemies to sleep.

NOTES: Effect lasts for 2-5 turns. May not hit all foes.



TARGET: Enemy Group

MP COST: 5

TENSION BOOST: No



Jessica learns at level 12



KASNOOZE

DESCRIPTION: Puts a group of enemies into a deep sleep.

NOTES: Effect lasts for 2-5 turns. May not hit all foes, but has a higher rate of success than Snooze.



TARGET: Enemy Group

MP COST: 8

TENSION BOOST: No



Jessica learns at 68
Sex Appeal skill points

PEARLY GATES

DESCRIPTION: Opens heaven's door to baptize a group of foes with sacred light.

NOTES: Deals 180-210 points of damage to an enemy group. If those enemies are zombie-type, the spell does an additional 50% damage.



TARGET: Enemy group

MP COST: 10

TENSION BOOST: Yes



Angelo learns at 100
Charisma skill points

W-HACK

DESCRIPTION: A curved incantation that sends an enemy to the hereafter.

NOTES: Odds of success (instant kill) are based on caster's level and target's level of resistance.

TARGET: One Enemy

MP COST: 1

TENSION BOOST: No



Angelo learns at
level 17



WOOOSH

DESCRIPTION: Shoves through a group of enemies with a small whirlwind.

NOTES: Typically deals 8-19 points of damage but can cause up to 52 points of damage based on caster's wisdom.

TARGET: Enemy group

MP COST: 3

TENSION BOOST: Yes



Angelo knows from
beginning



SPILLS

COMBAT

T-HWACK

DESCRIPTION: A curved incantation that sends a group of enemies to the hereafter.

NOTES: Odds of success (instant kill) are based on caster's level and target's level of resistance.

TARGET: Enemy group

MP COST: 7

TENSION BOOST: No



Angelo learns at
level 22



SWOOSH

DESCRIPTION: Shoves through a group of enemies with a powerful whirlwind.

NOTES: Typically deals 20-44 points of damage but can inflict up to 75 points of damage based on caster's wisdom.

TARGET: Enemy group

MP COST: 5

TENSION BOOST: Yes



Angelo learns at
level 19



KATHWACK

DESCRIPTION: A curved incantation that sends all enemies to the hereafter.

NOTES: Odds of success (instant kill) are based on caster's level and target's level of resistance.

TARGET: All Enemies

MP COST: 19

TENSION BOOST: No



Angelo learns at 56
Staves skill points



KASWOOSH

DESCRIPTION: Shoves through a group of enemies with a ferociously destructive whirlwind.

NOTES: Typically deals 64-144 points of damage but can cause up to 290 points of damage based on caster's wisdom.

TARGET: Enemy group

MP COST: 11

TENSION BOOST: Yes



Angelo learns at
level 32



ZAP

DESCRIPTION: Calls down lightning on all enemies.

NOTES: Typically deals 40-56 points of damage but can cause up to 48 points of damage based on caster's wisdom.



TARGET: All enemies

MP COST: 6

TENSION BOOST: Yes



Hero learns at 48
Courage skill points



KAZAP

DESCRIPTION: Calls down powerful thunderbolts on a group of enemies.

NOTES: Typically deals 108-146 points of damage but can inflict up to 230 points of damage based on caster's wisdom.



TARGET: Enemy group

MP COST: 15

TENSION BOOST: Yes



Hero learns at 100
Courage skill points



RECOVERY SPELLS



KERPLUNK

DESCRIPTION: Surprise your down-life to resurrect all other party members.

NOTES: Kills Yangus and reduces his MP to 0, but restores all fallen allies to life with full HP and fully heal all other allies.



TARGET: All allies

MP COST: All remaining MP (requires min 1 MP)

TENSION BOOST: No



Yangus learns at 82
Humanity skill points



HEAL

DESCRIPTION: Restores at least 36 HP to a single ally.

NOTES: Restores 30-42 HP to one ally. Can be used on field or in combat.



TARGET: One ally

MP COST: 2

TENSION BOOST: Yes



Hero learns at level 3
Courage skill points



Yangus learns at 10
Humanity skill points



Angela knows from
beginning

MIDHEAL

DESCRIPTION: Restores at least 70 HP to a single ally.
NOTES: Restores 75-95 HP to one ally. Can be used on field or in combat.



TARGET: One ally

MP COST: 1

TENSION BOOST: Yes



FULLHEAL

DESCRIPTION: Restores all HP to a single ally.
NOTES: Restores one ally to max HP. Can be used on field or in combat.



TARGET: One ally

MP COST: 6

TENSION BOOST: No



MINIHEAL

DESCRIPTION: Restores all HP to all party members.

NOTES: Restores each ally to max HP. Can be used on field or in combat.



TARGET: All allies

MP COST: 30

TENSION BOOST: No



SQUELCH

DESCRIPTION: Cures a single ally of the effects of poison.

NOTES: Can be used on field or in combat.



TARGET: One ally

MP COST: 2

TENSION BOOST: No



MULTIHEAL

DESCRIPTION: Restores at least 130 HP to all party members.

NOTES: Restores 100-130 HP to each ally. Can be used on field or in combat.



TARGET: All allies

MP COST: 10

TENSION BOOST: Yes



DESCRIPTION: Cures all party members of the effects of sleep and paralyze.

NOTES: Can only be used in combat.



TARGET: All allies

MP COST: 2

TENSION BOOST: No



SPILLS

RECOVERY

ZING

DESCRIPTION: Resuscitates a fallen ally with a 10% success rate.

NOTES: If successful, the fallen ally will be returned to life with half of his or her total HP. Can be used in field or in combat.



TARGET: One ally

MP COST: 9

TENSION BOOST: N/A



Hero learns at level
29



Angelo learns at
level 19

KAZING

DESCRIPTION: Resuscitates a fallen ally.

NOTES: The fallen ally returns to life with full HP. Can be used in field or in combat.



TARGET: One ally

MP COST: 15

TENSION BOOST: N/A



Jessica learns at level
100
Staves skill points



Angelo learns at
level 34

FIELD SPELLS



EVAC

DESCRIPTION: Allows you to exit instantly from dungeons, towns, and forests.

NOTES: Returns you to entrance of area. No effect if used in field or town areas.



TARGET: All allies

MP COST: 2

TENSION BOOST: N/A



Hero learns at level 6



Jessica learns at
level 11

HOLY PROTECTION

DESCRIPTION: Generates a holy aura that causes weaker monsters to avoid your party.

NOTES: You will not be attacked by enemies that are at a lower level than the Hero. Can be used in both field and dungeon areas.



TARGET: All allies

MP COST: 4

TENSION BOOST: N/A



Hero learns at 28
Courage skill points



Nose for Treasure

DESCRIPTION: Instantly reports the number of nearby treasures.

NOTES: N/A

TARGET: N/A

MP COST: 0

TENSION BOOST: N/A



Whistle

DESCRIPTION: Summons monsters with a whistle.

NOTES: If used in an area with active monsters, a random encounter will begin immediately.

TARGET: N/A

MP COST: 0

TENSION BOOST: N/A



Padfoot

DESCRIPTION: A secret technique for dogguming your presence so as to avoid monsters.

NOTES: Reduces the chance of monster encounters. Lasts longer than Holy Protection, but is less effective.

TARGET: N/A

MP COST: 0

TENSION BOOST: N/A



Zoom

DESCRIPTION: Allows you to return instantly to certain places you have visited before.

NOTES: Not effective if used in a rotted area (try in and see why).

TARGET: All allies

MP COST: 0

TENSION BOOST: N/A



SPELLS

FIELD

ABILITIES

Characters learn abilities when they assign a set number of skill points to one of their five skill sets.

Each character has three weapon skills, the fisticuffs skill, and a fifth special skill available only to that character. A character can only use a weapon ability while he or she has a weapon of that type equipped.

Additionally, fisticuffs abilities can only be used while the character is unarmed. Special abilities can be used regardless of a character's equipment.

Abilities increase a character's combat potential by enabling them to hit multiple times, inflict more damage, execute attacks with special effects, or hit a wider group of targets. The MP cost to use abilities is usually quite low, and some are free! But keep in mind that it is not possible to score critical hits while using most abilities; that's a special property of the standard attack option only.

Axe Abilities

HELM SPLITTER



DESCRIPTION

A skull-splitting smash that lowers an opponent's defence as it inflicts damage

NOTES

Deals normal damage and reduces an enemy's defence by half of its base defence score for 7-10 turns (same as Sap spell).

6

One enemy

0

Yes

HATCHET MAN



DESCRIPTION

An unpredictable attack that can slay an enemy with a single blow... if it connects.

NOTES

This attack misses around 50% of the time, but usually scores a critical hit when successful. Very effective against metal enemies.

19

One enemy

3

Yes

PARALLAX



DESCRIPTION

A focused strike capable of occasionally paralysing an enemy.

NOTES

Deals 50% more damage than a standard attack and occasionally paralyses an enemy for 5-8 turns.

42

One enemy

2

Yes

AXES OF EVIL



DESCRIPTION

Generates a vortex from your axe blade that chews into a group of enemies.

NOTES

Hits all enemies in a group from left to right. The first hit is slightly weaker than a normal attack and the damage lessens as the attack moves through the group.

54

Enemy group

0

Yes

STARBURST THROW



DESCRIPTION

Bathes all enemies in a shower of burning light.

NOTES

Deals base damage of 76-84 points to all enemies.



Link	B2
All enemies	8
8	Yes

CHERUB'S ARROW



DESCRIPTION

A secret bow technique that regenerates your own MP.

NOTES

Deals the same damage as a normal attack and regenerates user's MP by 1/16 of the damage dealt.

GIGATHROW



DESCRIPTION

Pulverizes a single enemy with the force of a thunderbolt.

NOTES

Deals base damage of 145-177 points to a single target, and depending on the user's level, may deal up to 233-284 points of damage.



Link	100
One enemy	15
15	Yes

NEEDLE SHOT



DESCRIPTION

Capable of felling an enemy instantaneously if a vital area is hit.

NOTES

Has small chance of scoring a one-hit kill, but deals only 1 point of damage if that fails.

BOW ABILITIES

SANDMAN'S ARROW



DESCRIPTION

A magical arrow capable of putting a single enemy to sleep.

NOTES

Deals the same damage as a normal attack and may put an enemy to sleep for 2-5 turns. The success rate for putting enemies to sleep is the same as the Snooze spell.



Link	6
One enemy	2
2	Yes
Yes	

MULTISHOT



DESCRIPTION

A hail of blows directed randomly against one or more enemies.

NOTES

Fires 3 to 4 arrows at randomly chosen targets. Each hit deals half the damage of a normal attack.



Link	44
Random enemies	4
4	Yes
Yes	

CHARISMA ABILITIES

SERAPH'S ARROW



SHINING SHOT



DESCRIPTION
A secret technique that recovers even more MP than Cherub's Arrow.

NOTES
Replaces Cherub's Arrow. Deals same damage as a normal attack, and regenerates user's MP by 1/8 of the damage dealt.

66	One enemy
0	0
Yes	No

DESCRIPTION
An arrow attack that bathes all enemies in a destructive magical light.

NOTES
Deals base damage of 116-124 points to all enemies.

88	All enemies
10	10
Yes	No

NEEDLE RAIN



DESCRIPTION
A rain of arrows that can occasionally obliterate all enemies in a single salvo.

NOTES
Replaces Needle Shot. Fires 3 to 4 arrows at a single target. Each arrow has a small chance of scoring a one-hit kill, but deals only 1 point of damage if that fails.

100	One enemy
1	1
No	No

SARCISTIC SNIGGER



DESCRIPTION
Reduces a single enemy's tension by one level.

NOTES
Lowers the tension of a single enemy by 1 level.

13	One enemy
3	3
No	No

ANGEL EYES



DESCRIPTION
A powerful glance capable of paralysing a single enemy.

NOTES
Deals base damage of 15-28 points and may paralyse the target for 5-8 turns.

19	One enemy
4	4
Yes	No

CHILLING CHUCKLE



DESCRIPTION
Reduces the tension of an entire group of enemies by a degree.

NOTES
Replaces Sarcastic Snigger. Lowers the tension of a group of enemies by 1 level each.

52	Enemy group
3	3
No	No

Abilities

Charisma

CHARMING LOOK



DESCRIPTION

A glance so powerfully captivating that it burns all enemies in its path.

NOTES

Replaces Angel Eyes. Deals base damage of 65-85 points to all enemies and has a higher chance of paralysing them for 5-8 turns.



81
All enemies
4
Yes

CLUB ABILITIES

HEART BREAKER



DESCRIPTION

An attack that occasionally causes the target to miss a turn.

NOTES

Deals the same damage as a normal attack, but may cause the target to lose its turn.



19
One enemy
2
Yes

PENNY PINCHER



DESCRIPTION

A special technique that steals gold coins from an enemy.

NOTES

Deals the same damage as a normal attack and sometimes steals gold coins from the enemy. The amount is equal to 10% of the gold coin that monster drops. If the attack kills the monster, you cannot steal gold coins.



25
One enemy
2
Yes

MONSTER MASHER



DESCRIPTION

A powerful smash that works wonders on monsters of the material family.

NOTES

Deals slightly more damage than a normal attack, and deals 50% more damage than a normal attack against material-type monsters.



32
One enemy
3
Yes

MIND BREAKER



DESCRIPTION

A superior club attack that dominates foes and renders them unable to attack.

NOTES

Replaces Heart Breaker. Deals slightly more damage than a normal attack, and has a higher chance of causing the target to lose its turn.



71
One enemy
2
Yes

DESCRIPTION

A powerful strike that steals an opponent's gold coins as it inflicts damage.

NOTES

Replaces Penny Pincher. Deals slightly more damage than a normal attack, and may steal 10% of the gold coins that monster drops. If the attack kills the monster, you cannot steal gold coins.



93
One enemy
3
Yes

DEVIL CRUSHER



DESCRIPTION

An esoteric dub technique effective on demon and material family members.

NOTES

Replaces Monster Masher. Deals slightly more damage than a normal attack, and deals double damage to demon or material-type monsters.



100
One:enemy
5
Yes

FISTCUFFS ABILITIES

STONES' THROW



DESCRIPTION

Hurls rocks at a single group of enemies.

NOTES

Deals base damage of 8-20 points to a group of enemies.



17
19
Enemy group
0
Yes

KNUCKLE SANDWICH



DESCRIPTION

A powerfully focused and damaging bare-fisted strike

NOTES

Deals 50% more damage than a normal attack. This attack is not affected by tension and does not expend built-up tension.



24
12
35
One enemy
2
No

DEFENDING CHAMPION



DESCRIPTION

A defensive ability that greatly reduces the damage inflicted by physical attacks.

NOTES

Throughout the turn, all physical damage dealt to character is reduced by 90%.



11
68
Self only
0
No

HARVEST MOON



DESCRIPTION

Pummel all enemies with a chain of cartwheels and backflips.

NOTES

Deals 50% more damage than a normal attack against a single foe, but the damage is distributed equally against multiple foes.



45
42
All enemies
6
Yes

THIN AIR



DESCRIPTION

Generates a powerful vacuum vortex that slices all enemies to ribbons.

NOTES

Deals base damage of 39-48 points to all enemies, and depending on the user's level, may deal damage up to 108-152 points.



42
42
68
All enemies
2
Yes

HUMANITY ABILITIES

MULTIFISTS



DESCRIPTION

A vicious four-hit strike on a random enemy.

NOTES

Strikes against randomly chosen targets four times. Each hit deals 1/3 the damage of a normal attack.

FESTIVAL

FEASTS

70	
60	
Random enemies	
0	

Yes

WARCHRY



DESCRIPTION

A hideous battle cry that paralyzes a group of enemies with fear.

NOTES

Paralysis effect lasts only 1 turn.

FESTIVAL

FEASTS

22	
0	
Enemy group	
No	

BOULDER TOSS



FESTIVAL

DESCRIPTION

Showers all enemies with enormous boulders.

NOTES

Deals base damage of 72-104 to all enemies.

FEASTS

82	
100	
All enemies	
4	

Yes

UNDERPANTS DANCE



FESTIVAL

DESCRIPTION

Paralyses all enemies with embarrassment.

NOTES

Paralysis effect lasts only 1 turn, but has a higher rate of success and affects all enemies.

FEASTS

55	
0	
All enemies	
No	

MIRACLE MOON



FESTIVAL

DESCRIPTION

A miraculous technique that pummels all enemies while regenerating your own HP.

NOTES

Replaces Harvest Moon. Deals twice the damage of a normal attack against a single foe, but the damage is distributed equally against multiple foes. Restores a portion of damage dealt as HP.

FEASTS

100	
100	
All enemies	
6	

Yes

GOLDEN OLDIES



FESTIVAL

DESCRIPTION

A multi hit battle royale from King Tode and friends.

NOTES

Deals base damage of 41-50 points to four random enemy targets, and depending on the user's level, may deal up to 107-131 points of damage.

FEASTS

100	
15	
Random enemies	
No	

KNIFE ABILITIES



DESCRIPTION

A knife-fighting technique that envenomates a single enemy.

NOTES

Deals half the damage of a normal attack, but may poison the target.

9
One enemy

3
Yes

ASSASSIN'S STAB



DESCRIPTION

A fearsome technique that kills an opponent instantly by attacking their vital parts.

NOTES

Deals the same damage as a normal attack, and has a small chance of killing the enemy instantly.

22
One enemy

8
Yes

TOXIC SWORD



DESCRIPTION

A sword-fighting technique which envenomates an enemy with each strike.

NOTES

Replaces Toxic Dagger. Does slightly more damage than a normal attack, and has a higher chance of poisoning the target.

66
One enemy

3
Yes

SUDDEN DEATH



DESCRIPTION

A fatal flash that strikes down an enemy like a bolt out of the blue.

NOTES

Replaces Assassin's Stab. Deals 50% more damage than a normal attack and has a higher chance of killing the enemy instantly.

100
One enemy

8

Yes

Abilities

SCYTHE

SCYTHE ABILITIES

STEAL SICKLE



DESCRIPTION

Occasionally enables you to steal items from those you slash.

NOTES

Deals the same damage as a normal attack, and sometimes steals an item from the enemy. The odds of success vary by enemy, but are typically very low. If the attack kills the monster, you cannot steal an item.

22
One enemy

0

Yes

DESCRIPTION

Sends a whirlwind of sickles pirouetting into the enemy.

NOTES

Deals base damage of 29-40 points to a single target, and depending on the user's level, may deal up to 123-166 points of damage.

WIND SICKLES



32
One enemy

0

Yes

145

GRIM REAPER



Takes base attack + 25%



Takes base attack + 25%

DESCRIPTION

A swing of Death's scythe that can instantly kill one or more foes in a group.

NOTES

Hits all enemies in a group from left to right. The first hit is slightly weaker than a normal attack and the damage lessens as the attack moves through the group. Occasionally kills foes instantly.

50

Enemy group

3

Yes

BIG BANGA



Takes base attack + 25%



Takes base attack + 25%

DESCRIPTION

An enormous explosion that consumes everything in its path.

NOTES

Deals base damage of 175-225 points to all enemies, and depending on the user's level, may deal up to 300-400 points of damage.

100

All enemies

30

Yes

STAINLESS STEAL SICKLE



Takes base attack + 25%



Takes base attack + 25%

DESCRIPTION

An improved version of the Steel Sickle attack technique.

NOTES

Replaces Steel Sickle. Deals more damage than a regular attack and increases the odds of a successful theft (but the odds remain quite low). If the attack kills the monster, you cannot steal an item.

70

One enemy

0

Yes

BLOW KISS



Takes base attack + 25%



Takes base attack + 25%

DESCRIPTION

A special kiss that can temporarily prevent enemies from attacking.

NOTES

Deals damage based on Jessica's base attack score, and may paralyze its target for a single turn.

8

One enemy

0

Yes

GRIMMER REAPER



Takes base attack + 25%



Takes base attack + 25%

DESCRIPTION

The aura of Death incarnate annihilates the living and obliterates the undead.

NOTES

Replaces Grim Reaper. The attack now deals normal damage to the first target, and 50% more damage to zombie monsters.

90

Enemy group

3

Yes

PUFF-PUFF



Takes base attack + 25%



Takes base attack + 25%

DESCRIPTION

Charms and excites an enemy into paralysed submission.

NOTES

May paralyze a foe for a single turn. Deals no damage.

18

One enemy

0

No

HIP DROP



DESCRIPTION

Pelvic punishment! Curvaceous hips equal big damage.

NOTES

Deals 50% more damage than a normal attack.



48	
One enemy	
0	
Yes	

DESCRIPTION

Focus the power of passion into a beam that sows destruction and confusion.

NOTES

Deals base damage of 65-75 points to a single target, and may cause confusion for 5-8 turns.



54	
One enemy	
0	
Yes	

SEXY BEAM



54	
One enemy	
0	
Yes	

DESCRIPTION

A sudden typhoon that rips a group of enemies into ribbons.

NOTES

Deals base damage of 76-84 points to a group of enemies.



88	
Enemy group	
5	
Yes	

PINK TYPHOON



88	
Enemy group	
5	
Yes	

HUSTLE DANCE



DESCRIPTION

Restores at least 70 HP to all party members.

NOTES

Restores 70-80 HP to each party member.



100	
All allies	
0	
Yes	

ABILITY

SPEAR

SPEAR ABILITIES

MERCURIAL THRUST



DESCRIPTION

A lightning-fast thrust.

NOTES

This attack does slightly less damage than a normal attack, but strikes first in combat regardless of the user's agility.



7	
One enemy	
0	
Yes	

THUNDER THRUST



DESCRIPTION

Difficult to perform, but has a high chance of doing critical damage.

NOTES

This attack misses around 50% of the time, but usually scores a critical hit when successful. Very effective against metal enemies.



12	
One enemy	
3	
Yes	

SPEAR

147

MULTITHRUST



DESCRIPTION

A flurry of repeated thrusts that can pierce multiple enemies.

NOTES

Strikes against randomly chosen targets three or four times. Each hit deals half the damage of a normal attack.



25
Random enemies
4
Yes

CLEAN SWEEP



DESCRIPTION

Drives back a group of enemies with a sweep of the spear.

NOTES

Hits all enemies in a group from left to right. The first hit is slightly weaker than a normal attack and the damage lessens as the attack moves through the group.



45
Enemy group
0
Yes

LIGHTNING THRUST



DESCRIPTION

Lands a critical hit when it connects.

NOTES

Replaces Thunder Thrust. This attack misses around 50% of the time, but always scores a critical hit when successful. Very effective against metal enemies.



59
One enemy
3
No

LIGHTNING STORM



DESCRIPTION

Strikes down all enemies with mighty thunderbolts.

NOTES

Deals base damage of 190-220 points to all enemies.



100
All enemies
25
Yes

STAFF ABILITIES

CADUCEUS



DESCRIPTION

A blessing from the heavens that restores a single party member's HP.

NOTES

Restores 75-95 HP to one ally.



57
48
One ally
0

SWORD ABILITIES

DRAGON SLASH



DESCRIPTION

An attack that causes heavy damage to dragons.

NOTES

Deals damage equal to a normal attack, and an additional 50% damage to monsters from the dragon family.



9
One enemy
0
Yes

FLAME SLASH



DESCRIPTION

Channels the power of a raging fire into the blade of your sword.

NOTES

Deals fire-based damage that is 50% stronger than a normal attack.

STATS

15

9

One enemy

LEVEL

0

DEBONAIER

Yes

METAL SLASH



DESCRIPTION

An attack that can damage enemies with metal bodies.

NOTES

Deals normal damage to most enemies, but always deal one or two points of damage to metal enemies. (Normal attacks deal 0 or one point.)

STATS

30

22

One enemy

LEVEL

0

DEBONAIER

Yes



FALCON SLASH



DESCRIPTION

A double striking attack, faster than a falcon on the wing.

NOTES

Attacks a single enemy twice. Each hit deals slightly less damage than a normal attack.

STATS

52

40

One enemy

LEVEL

0

DEBONAIER

Yes



MIRACLE SLASH



DESCRIPTION

A secret sword technique that heals your own wounds each time you strike a foe.

NOTES

Slightly more powerful than a regular attack, and restores HP to user equal to half the damage dealt.

STATS

82

66

One enemy

LEVEL

4

DEBONAIER

Yes

ABILITIES

WORLD

LIGHTNING STORM

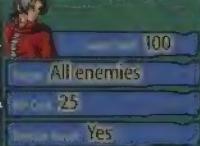


DESCRIPTION

Strikes down all enemies with mighty thunderbolts.

NOTES

Deals base damage of 190-220 points to all enemies.



GIGASLASH

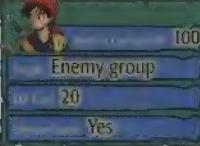


DESCRIPTION

A legendary sword technique for cutting down a group of enemies.

NOTES

Deals base damage of 158-190 points to a group of enemies, and depending on the user's level, may deal up to 207-239 points of damage. Can be learned from mastering either Sword or Courage skill sets.



WHIP ABILITIES



DESCRIPTION
A paralysing crack of the whip.

NOTES

Deals normal damage and occasionally paralyses targets for 5 to 8 turns.

10	Enemy group
4	
Yes	



DESCRIPTION
Harness your inner passion to paralyse enemies.

NOTES

Replaces Whiplash. Deals 50% more damage than a normal attack, and paralyses targets more frequently.

55	Enemy group
4	
Yes	



DESCRIPTION
A double-strike that lashes a random group of enemies.

NOTES

Attacks twice, hitting two random enemies within the target group. Each hit deals more damage than a normal attack.

23	Random enemies
3	
Yes	



DESCRIPTION
A fearsome attack that steals the HP of a group of enemies.

NOTES

Replaces Lady's Thong. Deals slightly more damage than a regular attack and user recovers 1/4 of the damage dealt to the first target in the group.

82	Enemy group
2	
Yes	



DESCRIPTION
A secret whip technique that steals HP as it damages an enemy.

NOTES

Deals normal damage. User recovers HP equal to 1/8 the damage dealt to the first target in the group.

32	Enemy group
2	
Yes	



DESCRIPTION
A technique that transforms your whip into a snake that attacks a group of enemies.

NOTES

Deals 50% more damage than a normal attack. The amount of damage decreases as it goes down the line of enemies.

100	Enemy group
8	
Yes	

OTHER ABILITIES

CALL TEAM



ONLINE

DESCRIPTION

Call up your personal monster team.

NOTES

Summons one of your Monster Arena teams to replace all allies for three turns (duration may vary based on the monsters in your team). Each team can only be summoned once per fight.

NOTES

N/A
10
No

GIGASHASH



ONLINE

DESCRIPTION

The ultimate sword technique. Utterly destroys a group of enemies.

NOTES

Replaces Gigashash after Hero masters both Courage and Sword skill sets. Deals base damage of 222-282 points to all enemies, and depending on the user's level, may deal up to 271-331 points of damage.

100
Enemy group
20
Yes



ONLINE

Abilities

OTHER

ITEMS

This section contains a comprehensive list of every item that can't be equipped. Many are used as recovery items, a few can be used offensively in combat, while others have no use at all. This last group exists simply as ingredients for advanced alchemy recipes.

A list of all the game's important items is at the end of this section. These items cannot be bought or sold, but instead must be delivered to certain characters or used in specific ways to advance the game. Most disappear from your inventory when they've served their purpose, but a few like the world map and Gobliard's soulstone are essential tools you will use frequently throughout the game.

USABLE ITEMS

MEDICINAL HERB

STRONG MEDICINE

SPECIAL MEDICINE

ROSE-ROOT

A screenshot of a card from the game. The card features a black and white illustration of a rose flower on the left. The title "ROSE-ROOT" is at the top in a stylized font. Below it is a large, dark, circular area containing a smaller, glowing green sphere. The text "Description: Restores 70 or more HP to a single ally" is on the right. At the bottom, there are two sections: "Type: Counter or Heal" and "Function: Restores 70-92 HP to one ally". A progress bar at the bottom shows the card is nearly full.

AMOR SECO ESSENCE

ANTIDOTAL HERB

STRONG ANTIDOTE

Buy: 10A
Sell: 5B

Description: Restores 300 HP of damage and cures the effects of poison.

Use: Combat or first.

Function: Cures effects of poison and restores 30-40 HP to one ally.

Find: Alchemy chest
Obtain: Fire tag

Recipe to Make:
Strong antidote = medicinal herbs + animal herb

Use in Recipes:
Special antidote = strong antidote + strong antidote

SPECIAL ANTIDOTE

Buy: 10A
Sell: 5B

Description: Restores 600 HP of damage and cures the effects of poison.

Use: Combat or first.

Function: Cures effects of poison and restores 60-70 HP to one ally.

Find: Mana + courage spirit (also Impyreus chest)

Recipe to Make:
Special antidote = strong antidote + strong antidote

Use in Recipes:
None

MOONWORT BULB

Buy: 5D
Sell: 3B

Description: Cures the most party of the effects of poison.

Use: Combat or first.

Function: Cures effects of poison and removes 50% of status penalties from allies.

Buy: Alchemist, Savio Collector, Baratell, Aranea, Aratali, Pudding's Vent, Pendler or Shee, after certain quest.
Find: Alexandria (Barrel), Town of Alexandria (Barrel), Ven (pot).
Obtain: Lips, bubble slime, Drakylone, High Water, Hill Hornet, Venom wisp, 16b, Scorpion, Smoker, Dark Skirtlet, Solaris, Mar-n'wai.

Recipe to Make:
None

Use in Recipes:
Rosewort = medicinal herbs + medicinal herbs + moonwort bulb
Rosewort = rising trade + moonwort bulb
Moon's mercy = moonwort bulb + moonwort bulb + moonwort bulb
Mystifying mixture = medicinal herbs + medicinal herbs + moonwort bulb

ROSE-WORT

Buy: 10A
Sell: 5B

Description: Restores 600 HP of damage and cures the effects of poison.

Use: Combat or first.

Function: Cures effects of poison and restores 10-40 HP to one ally.

Find: Glitter grotto / pots

Recipe to Make:
Rosewort = medicinal herbs + medicinal herbs + moonwort bulb
Rosewort = strong medicine + moonwort bulb

Use in Recipes:
Glorious panacea = lesser panacea + rose 100% + rose 100%

Moon's Mercy

Buy: 10A
Sell: 5B

Description: Restores 1000 HP of damage and cures the effects of poison.

Use: Combat or first

Function: Cures effects of poison and restores 100-190 HP to one ally.

Find: Crescent spring, Bell-hopper

Recipe to Make:
Moon's mercy = moonwort bulb + moonwort bulb + moonwort bulb

Use in Recipes:
Moon's cure = golden ore + moon's mercy

LESSER PANACEA

Buy: 10B
Sell: 5B

Description: Fully restores the HP of a single ally and cures the effects of poison.

Use: Combat or field.

Function: Cures effects of poison and restores 100-190 HP to one ally.

Find: Kingdom of Tundra (100%), Rotated Platina (100%), Arcala (pot)

Recipe to Make:
Lesser panacea = lesser medicine + special medicine

Use in Recipes:
Greater panacea = lesser panacea + rose 100% + rose 100%

GREATER PANACEA

Buy: 10A
Sell: 5B

Description: Fully restores the HP of a single ally and cures the effects of poison.

Use: Combat or first.

Function: Cures effects of poison and restores 100-190 HP to one ally.

Obtain: Alchemy only

Recipe to Make:
Greater panacea = special medicine + special medicine + special medicine
Greater panacea = lesser panacea + inferno + rose 100%

Use in Recipes:
None

YGGDRASIL LEAF

Buy: 10B
Sell: 5B

Description: A magical leaf that resurrects a fallen ally.

Use: Combat or field

Function: Restores a fallen ally with full HP.

Find: Yggdrasil (pot), Argonide (chest), Blizzard Peaks (chest), Dark Chasm (chest)

Obtain: Resvel, Dark chasm

Recipe to Make:
None

Use in Recipes:
Staff of resurrection = Yggdrasil leaf + resin staff + life bracer
Yggdrasil dew = Yggdrasil leaf + magic water
Wormwood mould = red chisel + wormwood mould + Yggdrasil leaf

YGGDRASIL DEW

Buy: 10A
Sell: 5B

Description: Fully restores the HP of a single ally.

Use: Combat or field

Function: Restores allies to full HP.

Find: Ironstone Grotto, Vengence of Asgore, on the shared site (either) Silver Grotto (pot), Ironstone (pot)

Obtain: Ironstone, Miasma

Recipe to Make:
Yggdrasil dew = Yggdrasil leaf + magic water

Use in Recipes:
Elf visor = Yggdrasil dew + magic water
Argonide = gold nugget + orchid root + Yggdrasil dew
Argonide = fresh milt + germinic mould + Yggdrasil dew

MAGIC WATER



Buy: From Gally, Chemist.

Find: Merlin Region (chest), Pekham (cabinet), Dacorum (chest), Argent (cabinet), Arcane (chest), Frost (cabinet), Bram's Cave (chests), South Africa (chest), material of Seed of strength.

Obtain: Winky (Loot chest), Poppy, Hobo, Shattered (Platinum) (woodman), Northern (Medieval).

Taken Trader: Phoenix (non-trader).

Recipe to Make: Magic water = holy water + seed of magic.

Use in Recipes:

Common robe = sage's robe + magic water + hawk glass
 Silver shield = master shield + minor seed essence + magic water
 Yggdrasil dress = Yggdrasil leaf + magic water
 Ult'elite = Yggdrasil dress + mana water
 Chunky cheese = plain cheese + magic water

Buy: 100

Sell: 14

Description: Reaches 100 mana
MP to a single ally

Use: Combat & field

Function: Reduces mana by 10% MP
initially

ELFIN ELIXIR



Buy: Argonath (cabinet), Desna (Region) (chest), High Guard (chest), Iron Gully (chest), located Human (chest), unknown (chest).

Obtain: Shadowy Gigantes.

Taken Trader: Phoenix (non-trader).

Recipe to Make: Elixer = Cogitations + magic water.

Use in Recipes:

None

Buy: N/A

Sell: 14

Description: Fully restores the MP of a single ally

Use: Combat & field

Function: Restores mana by 10% MP
initially

SEED OF STRENGTH



Buy: N/A

Sell: 14

Description: Permanently increases the strength of a single ally

Use: Combat & field

Function: Permanently raises strength
initially by 2 points

Received: Iron Man.

Find: Argonath Region (chest), Tower of Alexandria (chest), Merlin Region (chest), Pekham (cabinet), Dacorum (cabinet), Princess Mireya (cabinet), Argent (cabinet), Arcana (cabinet), Empyrean (cabinet), Argus (cabinet).

Obtain: Mine, Mine, Greyen, Brethren.

Recipe to Make: None.

Use in Recipes:

Strength ring = prayer ring + seed of strength

SEED-OF-AGILITY



Description: Permanently increases the agility of a single ally

Use: Combat & field

Function: Permanently raises agility
initially by 2 points

Find: Argonath (chest), Tower of Alexandria (chest), Iron Gully (chest), Kingdom of Argent (chest), Argus (cabinet), Secret Legion (chest), W. Argent (chest), Wight of Darkness (chest)

Observe: Metal items Liquid metal item.

Recipe to Make: None.

Use in Recipes:

Agility ring = prayer ring + seed of agility

SEED-OF-DEFENCE



Description: Permanently increases the defense of a single ally

Use: Combat & field

Function: Permanently raises defense initially by 2 points

Find: Frostwyte (chest), Phoenix (chest), Kingpin (chest), Kingdom of Argent (chest), Argus (cabinet), Secret Legion (chest), W. Argent (chest), Argus (cabinet), Arcana (cabinet), Oklock (chest), Iron Gully (chest), Black Cloud (chest), Savela (Area) (chest)

Obtain: Metal items.

Recipe to Make: None.

Use in Recipes:

Defense ring = prayer ring + seed of defense

Buy: N/A

Sell: 14

SEED-OF-WISDOM



Description: Permanently increases the wisdom of a single ally

Use: Combat & field

Function: Permanently raises wisdom
initially by 2 points

Received: Shadowy.

Find: Blue Prospect (chest), Merlin Region (chest), Pekham (cabinet), Dacorum (cabinet), W. Argent (chest), Arcana (cabinet) (chest)

Obtain: Shrine King (Ring).

Recipe to Make: None.

Use in Recipes:

Scholar's robes = ring of awakening + ring of clarity + seal of wisdom

SEED-OF-SKILL



Description: Permanently increases the skill points of a single ally

Use: Combat & field

Function: Increases skill points by 50%

Find: Merlin Region (chest), Sava's Retreat (chest), Empyrean (cabinet), Frost (chest), Unknown (chest)

Obtain: Intern, Great tool, Friendship

Recipe to Make: None.

Use in Recipes:

None.

Buy: 2000

Sell: 24

Description: Reaches 100 skill points

Use: Combat & field

Function: Increases skill points by 50%

Received: Frosty Ware.

Find: Savela Area (chest), Tarkov (Region) (chest), Alexandria (Region) (chest), Frost (chest), Angmar of Arcana (chest), Pekham (cabinet), Phoenix (Area) (Region) (chest), Arcana (cabinet), Herb Grower (cabinet), High Priest's Reservoir (chest), Stark Grower (chest), Cape Weeze (chest), Platinum (chest), Seal of Moles (chest)

Obtain: Shadowy, number.

Recipe to Make: None.

Use in Recipes:

Acrobats ring = prayer ring + seed of life

Buy: N/A

Sell: 14

SEED-OF-MAGIC



Description: Permanently increases the max mana MP of a single ally

Use: Combat & field

Function: Permanently raises mana MP
initially by 2 points

Find: Woodland (Area), Alexandria (Region), Phoenix (Region), Merlin Region (chest), Unknown (chest), Frost (chest), Smaug's Lair (Region) (chest), Tarkov (Region) (chest), Frost (chest), Angmar (Region) (chest), Arcana (Region) (chest), Stark Grower (chest), Cape Weeze (chest), Platinum (chest), Seal of Moles (chest)

Obtain: Demoneye.

Recipe to Make: None.

Use in Recipes:

Mage water = holy water + seed of magi
 Prayer ring = gold ring + seal of magi

HOLY WATER



Buy: 20

Sell: 10

Description: Temporarily removes water damage from attacking the party.

Use: Combat only

Function: Holy water has the effect of water damage is reduced by 50% + damage 50% return.

Buy: 1000 Mana

Find: Forester (Golmire), Waterfall (Hut/Hut), Alessandria (agent), Port Pleasant (Innkeeper), Madia Abbey (Barril), Pitchfork (cabaret), Ness (Barril)

Obtain: Foege, Wily, Iod-von, Pepe, Lyngwold

Recipe to Make: holy water = mana 1000 + essence - max 400

Use in Recipes:

Sacred shield = white shield + silver shield + holy water

Holy talisman = bright eye talism + pool rosary + holy water

Aqua serpessence = holy water + aconite medicine

Magic water = holy water + seal of magic

Mystifying mixture = holy water + wisp of fire + conceal

Mystifying mixture = holy water + wisp of fire + conceal

CHIMAERA WING



Buy: 20

Sell: 10

Description: Always when water resistance is a percentage of times you have previously visited.

Use: Gold only

Function: Has effect of Zoon spell

Buy: Mana 1000

Find: Fishshop (Chelm), Elemental Cave (chest), Alessandria (agent), Port Pleasant (Innkeeper), Peppergin Grotto (bottles), Ness (pot), Onkana (pot), Empyrean (pot)

Obtain: Drunk Medic impish, Drunken devil, Drachme, Imp, Human, Chimaera, Hawk man, Horn-chimaera, Puppet master, Leyline, Dark comber, Wyvern gryphon

Recipe to Make: Chimaera wing = wing of fire + wing of ice

Use in Recipes:

Feathers cap = feather hat + chimaera wing

BAUMREN'S BELL



Buy: N/A

Sell: None

Description: Summon a great undead when using.

Use: Combat only

Function: Summon a great undead when using. In battle, summons a undead to fight. Summoned creature returned to normal health after 10 seconds.

Received: Chasmids

Recipe to Make:
NoneUse in Recipes:
None

ITEMS

USEABLE ITEMS

MYSTIFYING MIXTURE



Buy: N/A

Sell: 200

Description: Contains a wacky concoction which stinks up an item during battle.

Use: Combat only

Function: Confuses item enemy

Find: Arvaldo's tent

Recipe to Make:

Mystifying mixture = magical herb + medicinal herb + movement bulb

Mystifying mixture = holy water + wisp of fire + conceal

Use in Recipes:

Holy and scared = liquid metal center + mystifying mixture + conceal

ROCKBOMB SHARD



Buy: 450

Sell: 200

Description: Explodes when thrown, damaging all enemies.

Use: Combat only

Function: Has effect of Bang spell
Used: 40% damage to all enemies

Find: Arvaldo's tent

Find: Ironworks

Obtain: Minersmith, Rockbomb, Boulder, Stone golem, Archidrome

Recipe to Make:

None

Use in Recipes:

Magma staff = wizard's staff + rockbomb shard

SAGE'S STONE



Buy: N/A

Sell: None

Description: Reduces mana or MP in this entire party when used as an item in battle.

Use: Combat only

Function: Has effect of Mithril water spell. If an unhealed party uses it in a magical when used.

Find: Blue Coal (chest)

Recipe to Make:

Sage's stone = gold + sage + mithril + rugged clay

Use in Recipes:

None

TIMBREL OF TENSION



Buy: N/A

Sell: 200

Description: A musical instrument that creates tension in the entire party.

Use: Combat only

Function: Tense, tension of allies (party level). Doesn't happen when used. Cannot be stored or discarded.

Obtain: Mystery only

Recipe to Make:

Timbrel of tension = sun crown + rough gray fabric + metal boat hole

Use in Recipes:

None

PLAIN CHEESE



Buy: N/A

Sell: 50

Description: Time of Mithril's
commodity. Contains everyday cheese.

Use: Commodity

Function: When ledges become
damaged due to the battle, it repairs
it all.

Received: Vassal tool

Find: Alessandria (agent)

Obtain: Fisherman, Fishmonger, Fresh, Loyal, Merchant, Merchant, Digger, Merchant-jarmer, Mum, Bob, Jim Bee, Indianer, Mum + war

Recipe to Make:

Plain cheese = sunflower cheese + plain cheese

Hail cheese = firecracker + plain cheese

Hard cheese = plain cheese + salt + oil

Chunky cheese = plain cheese + magi water

Use in Recipes:

Spicy cheese = plain cheese + pesto

Cavi cheese = plain cheese + seaweed model

Milk cheese = plain cheese + cream + sea essence

Hard cheese = plain cheese + salt + oil

Chunky cheese = plain cheese + magi water

SPICY CHEESE



Buy: N/A

Sell: 200

Description: Time of Mithril's
commodity. Contains hot spicy cheese.

Use: Commodity

Function: When ledges become
damaged due to the battle, it repairs
it all.

Find: Sun Crop

Obtain: Digger, Hail, War gryphon, Abyss deer

Recipe to Make:

Spicy cheese = plain cheese + sun mould

Use in Recipes:

Super spicy cheese = spicy cheese + rock glass

Super spicy cheese = spicy cheese + red mould + red meat

SUPER SPICY CHEESE

Buy: N/A
Sell: 650

Description: One of Munchies' favorites, really, really spicy cheese.
Function: When fed to Munchie, Munchie gains firebreath damage to all enemies.

Find: Commonly - Spicy Cheese

Recipe to Make:
Super-spicy cheese + spicy cheese + roasting salts
Super-spicy cheese + spicy cheese + red mold + red meat

Use in Recipes:
Scorching cheese + super-spicy cheese + premium mould + dragon dung
Rigby strong cheese + super-spicy cheese + cold cheese + rock salt

CHILLY CHEESE

Buy: N/A
Sell: 700

Description: One of Munchies' favorites, Chilly cheese has lots of cold salts.
Function: When fed to Munchie, Munchie gains snowball damage to all enemies.

Find: Commonly - Chilly Cheese
Obtain: Cold salts, Frostbite, Snowglobe

Recipe to Make:
Chillycheese + cold cheese + waterweed mould

Use in Recipes:
Cold cheese + chilly cheese + waterweed mould + waterweed mould

SCORCHING CHEESE

Buy: N/A
Sell: 650

Description: One of Munchies' favorites, Scorching cheese.
Function: When fed to Munchie, Munchie deals 15% attack board damage to all enemies.

Find: Commonly - Scorching Cheese

Recipe to Make:
Scorching cheese + super-spicy cheese + premium mould + dragon dung

Use in Recipes:
Plain cheese + scorching cheese + cold cheese

COOL CHEESE

Buy: A/A
Sell: 600

Description: One of Munchies' favorites, frosty cool cheese.
Function: When fed to Munchie, Munchie deals 15% attack board damage to all enemies.

Find: Commonly - Icicle, Snowglobe

Recipe to Make:
Cold cheese + plain cheese + waterweed mould

Use in Recipes:
Chilly-cheese + cold cheese + waterweed mould

COLD CHEESE

Buy: N/A
Sell: 650

Description: One of Munchies' favorites, freezing cold cheese.
Function: When fed to Munchie, Munchie deals 15% attack board damage to all enemies.

Find: Rare - Frostycheese

Recipe to Make:
Cold cheese + chilly cheese + waterweed mould + waterweed mould

Use in Recipes:
Blasted blade + blisted sword + icecold + cold cheese
C-cold cheese + cold cheese + premium mould + dragon dung
Rigby strong cheese + super-spicy cheese + cold cheese + rock salt

C-C-COLD CHEESE

Buy: N/A
Sell: 600

Description: One of Munchies' favorites, frosty cool cheese on steroids, that is, it's even colder than regular cold cheese!

Find: Commonly - C-C-Cold Cheese

Recipe to Make:
C-cold cheese + cold cheese + premium mould + dragon dung

Use in Recipes:
Plain cheese + scorching cheese + c-cold cheese

MILD CHEESE

Buy: N/A
Sell: 650

Description: One of Munchies' favorites, cheese with nothing properties.

Use: Commonly
Function: When fed to Munchie, Munchie becomes more peaceful at home.

Received: Contented

Recipe to Make:
Mild cheese + plain cheese + animal慰藉 mould

Use in Recipes:
None

CURED CHEESE

Buy: N/A
Sell: 650

Description: One of Munchies' favorites, delicious cheese with tonnes & tonnes of extra salts free! Yum!

Use: Commonly
Function: When fed to Munchie, Munchie gains 10% attack board damage to all enemies.

Received: Flavorful

Recipe to Make:
Lamb cheese + meatball + premium mould + animal慰藉 mould

Use in Recipes:
Power shield + mage stand + strength ring + cured cheese

ANGEL CHEESE

Buy: N/A
Sell: 600

Description: One of Munchies' favorites, blessed so much!

Find: Commonly - Angel

Recipe to Make:
Angel cheese + meatball + premium mould + animal慰藉 mould

Use in Recipes:
None

HARD CHEESE



Description: One of Munchie's favorite foods.
 Type: Hard cheese
Function: Whipped in Munchie's
 Received: When fed in Munchie's
 Find: Dark Castle (dwarf)
Obtain: Body part

Buy: N/A
Sell: 500

SOFT CHEESE



Description: One of Munchie's
 Type: Soft cheese
Function: Whipped in Munchie's
 Received: When fed in Munchie's
 Find: Dark Castle (dwarf)
Obtain: Body part

Buy: N/A
Sell: 500

CHUNKY CHEESE



Description: One of Munchie's
 Type: Chunky cheese
Function: Whipped in Munchie's
 Received: When fed in Munchie's
 Find: Dark Castle (dwarf)
Obtain: Body part

Buy: N/A
Sell: 500

Find: Dark Castle (dwarf)
Obtain: Body part

Recipe to Make:
Hard cheese + plain cheese + rock salt

Use in Recipes:
None

HIGHLY-STRUNG CHEESE



Description: One of Munchie's
 Type: Yummy! A serious string cheese.
Function: Whipped in Munchie's
 Received: When fed in Munchie's
 Find: Unknown...
Obtain: Light wing

Buy: N/A
Sell: 500

INGREDIENTS AND OTHER ITEMS



Received: Unknown...
Find: Unknown...
Obtain: Light wing

Recipe to Make:
Highly-strung cheese + aged story cheese + cold cream + rock salt

Use in Recipes:
None

ORICHALCUM



Description: An extremely hard
 precious metal ore.
Type: Precious metal ore
Function: Scope ingredient

Buy: N/A
Sell: 500

Received: Princess Minnie (3 medals)
Find: Goldfield (Type I chest), Black Goldfield (chest), barrel
Unknown item
Obtain: Metalizing sleeve, Pandemic love from

Recipe to Make: None

Use in Recipes:
Magical hammer = orichalcum + iron + silver + titanium + emerald
Unbreakable sword = orichalcum + diamond + iron + gold + emerald
Metalizing sleeve = highly-strung + silver + emerald + orichalcum
Metal shield = orichalcum + diamond + emerald + silver + steel
Gadgets ring = recovery ring + emerald
Metalizing ring = agility ring + highly ring + emerald
Metalizing vest = pool nugget + scutulum + pyroblast dew

GOLD NUGGET



Description: A nugget of solid
 gold.
Type: Precious metal ore
Function: Scope ingredient

Buy: N/A
Sell: 500

Received: Princess Minnie (3 medals)
Find: Goldfield (Type I chest), Gold Goldfield (Type I chest)
Obtain: Unlocked

Usage to Make:
None

Use in Recipes:
Golden axe = iron bar + gold nugget
Golden bars = silver bar + thinking cap + gold nugget
Sagestone + gold nugget + uranium + pyroblast dew

COWPAT



Description: A dung pat from a cow.
Type: Dung
Function: Fertilizer ingredient

Buy: N/A
Sell: 5

Find: Cow stable, cowshed, cow barn, cow stable, cow barn, cow stable, cow stable
Obtain: Milkman (blue), Bullfinch (blue), Milkman, Milkman

Usage to Make:
None

Use in Recipes:
Rusty old wood = liquid metal vessel + fertilizing mixture + compost
Raging bull horns = rusty helm + fresh milk + compost
Mystifying mixture = body water + wing of bat + compost

ITEMS

INGREDIENTS AND OTHER ITEMS

A screenshot from the game showing the Dragon Dung item. It's a dark, smelly pile of dung with a small fly crawling on it. The item has a tooltip with its name, description, uses, and function.

The screenshot shows a game interface for the quest 'SAINT'S ASHES'. At the top, there's a decorative header with the title 'SAINT'S ASHES'. Below it, a character portrait of a woman with long dark hair and a purple robe is shown. To the right of the portrait, the quest details are listed:

- Description:** Holy relics that can be purified only with ash.
- Type:** All items, pot
- Function:** Recipe ingredient

Below these details, there are several sections with descriptive text and checkboxes:

- Bury:** Unknown
- Trade Tokens:** Barnard (+800)
- Received:** Munir Arma Prize (Rank C)
- Finds:** Dark mud, living, Dark Ashes, Lyre, Eyeballs, Black Castle, Human remains, Dead
- Obtains:** Unknown item, Dark mud, Dark geyser, Dark salve, Mysterious purple ring

At the bottom, there's a section titled 'Recipes to Make: None'.

	<p>WING OF BAT</p> <p>Description: The large black wing of bat.</p> <p>Use: Antibiotic, poultice.</p> <p>Function: Acne ingredient.</p>
<p>Fruit: Ciketi-pit.</p> <p>Objah: Durians, Turi Bat, Mendemuk, Rupit, Agar-empun.</p> <p>Radical feature: Under, Dark colour</p>	<p>Recipe To Make:</p> <p>Name:</p> <p>Use in Recipes:</p> <p>Batu-mati (upper) = hairy skin raper + dried cass + wing of bat</p> <p>Razor-wing (humming) = edged hummering + dried cass + wing of bat.</p> <p>Duruh-batu = stalk of romansi + dried cass + wing of bat</p> <p>Chomus wing = wing + cass + wing of bat</p> <p>Munting muntut = hairy skin + wing of bat + mungie</p>

A screenshot of the iHerb mobile application showing the product details for Rennet Powder. The top section features a large image of a dried, tan-colored seed pod. Below the image, the product name 'RENNET POWDER' is displayed in a large, bold, black font. To the right of the name are two small green buttons labeled 'Buy' and 'Sell'. A detailed product description follows, including sections for 'Description', 'How to Use', 'Alarming', and 'Variants'. At the bottom of the screen, there are navigation buttons for 'Home', 'Search', 'Cart', and 'Logout'.

A screenshot from the game showing a cluster of dark, greenish-blue, fuzzy mold growing on a surface. The mold has a textured, somewhat organic appearance with darker spots and irregular edges.

PREMIUM MOULD



Description:	A chunk of rare mould very difficult to shape.
Use:	Alchemy pot.
Function:	Rare ingredient.

Buy: Unknown
Find: None
Description: Impressive stuff, Tryns Galle recently Black Model (you, Usamara) - drags
Obtain: Boss Trail

Recipe to Make:
Premium mould + red mould + activated mould + Eggplant leaf

Use in Recipes:
Scruffy cheese = super spicy cheese + premium mould + dragon dung
Co-cold freeze = cold cheese + premium mould + dragon dung
Curd cheese = hardboiled + premium mould + Vance's reseasoning
Angry cheese = fresh milk + premium mould + Eggplant leaf

COPPER MONSTER COIN



Description:	A copper coin dropped by regular monsters when defeated. Can be sold for money.
Use:	Can be sold for money.
Function:	Can be used in any shop.

Obtain: Low level common enemies monsters.

Recipe to Make:
None

Use in Recipes:
None

THIEF'S KEY



Description:	Opens most treasure chests.
Use:	Open most treasure chests.
Function:	Unlocks locked treasure chests.

Obtain: Alchemy only

Recipe to Make:
Thief's key + Immortal knife + iron nail

Use in Recipes:
Gamboge = battleaxe + thief's key

NOOK GRASS



Description:	A very powerful herb that must be mixed with other ingredients before it can be used.
Use:	Alchemy pot.
Function:	Herbal ingredient.

Buy: Unknown
Find: Unknown - flag!

Recipe to Make:
None

Use in Recipes:
Gummi juice = sage + water + magic water + nook grass
Super spicy cheese = spicy cheese + nook grass

MINI-MEDAL



Description:	A very small, gold-colored coin and an excellent prize for defeating Premium Model (you).
Uses:	Item drops - Premium Model (you)
Find:	None

Find: None - you spend part of this energy to make it for trades.

Recipe to Make:
None

Use in Recipes:
None

ITEMS

INGREDIENTS AND OTHER ITEMS

SILVER MONSTER COIN



Description:	A silver coin dropped by regular monsters when defeated. Can be sold for money.
Use:	Can be sold for money.
Function:	Can be used in any shop.

Obtain: Use from regular enemies.

Recipe to Make:
None

Use in Recipes:
None

GOLD MONSTER COIN



Description:	A golden coin dropped by regular monsters when defeated. Can be sold for money.
Use:	Can be sold for money.
Function:	Can be used in any shop.

Obtain: Use from regular enemies.

Recipe to Make:
None

Use in Recipes:
None

MAGIC KEY



Description:	Opens any treasure chest.
Use:	Open all treasure chests.
Function:	Opens all locked treasure chests.

Find: Randomly found

Recipe to Make:
None

Use in Recipes:
None

ULTIMATE KEY



Description:	Opens every treasure chest.
Use:	Open every treasure chest.
Function:	Opens all locked treasure chests.

Received: Glitch Unique

Recipe to Make:
None

Use in Recipes:
None

IMPORTANT ITEMS



GODBIRD'S SOULSTONE



Description: A sacred gem that allows the party to fly freely through the air.

Function: Use as a flying vehicle.

Received: Dark Godbird's Eye

CRYSTAL BALL



Description: The fortune-telling ball thrown into the water by Manticore.

Function: Reveal hidden underground items.

Received: Waterfall Cave

TOOL BAG



Description: A tool bag left behind by the man who lives deep underwater.

Function: Increases item success rate as a reward.

Find: Factory Repair (area 10)

JESSICA'S LETTER



Description: Jessica's letter to her family and friends, recovered by Manticore.

Function: Reveals Jessica's plan.

Find: Diamonds (cave)

WORLD MAP



Description: A highly-detailed map of the world.

Function: Can be converted into a map.

Received: Manticore

VENUS' TEAR



Description: A memento of Venus' underwater youth.

Function: Stimulated by Manticore challenge for something important.

Find: Swimming's Labyrinth (chest)

Moonshadow Harp



Description: A powerful instrument capable of casting forth mysterious weapon songs.

Function: Play the 10 sonatas (optional playing).

Received: Venus' Tear

SAND OF SERENITY



Description: A phial of mysterious powder recovered from Eila.

Function: Use this on a platinum creature.

Received: Chalice Fair

LIZARD HUMOUR



Description: Powerful lizard serum used to distract the vines of Argon's lair.

Function: Use this before entering Argon's Hunting Ground.

Received: Argon

ARGON HEART



Description: A vicious cultist's heart obtained by defeating an Argon heart.

Function: Food or a power-up.

Obtained: Royal Hunting Ground

GREAT BIG ARGON HEART



Description: A humongous Argon heart obtained through the Argon's Lair and the Royal Hunting Ground.

Function: Food or a power-up.

Obtained: Royal Hunting Ground

MAGIC MIRROR



Description: A very precious mirror that reflects the angles of Argonia.

Function: Allows resource mining within circles of the sun mirror.

Find: Argon's treasure trove

SUN MIRROR



Description: The magic mirror used to obtain true energy by the power of the sea dragons.

Function: Use this in the pedestal in the Dark Room.

Obtained: Successfully recharging the magic mirror

KRAK SPINELS



Description: A pair of precious stones that can cast off the pyroclastic fire of Krakatau.

Function: Dispersed by Krakatau & Arachna.

Find: Inside of Krakatau volcano

"THE BIG BOOK OF BARRIERS"



Description: An encyclopaedia of the world's magical barriers.

Function: Repulses by障壁 in Arada.

Find: Arada's residence.

MARTA'S BAG



Description: A cloth bag invented by Marta for the medicine men. Blank.

Function: None (this bag to take this in Marta)

Received: Marta's cottage.

ILLUMINATED SEA CHART



Description: An old sea chart that shows the secret paths the Gilded Island.

Function: Updates your world map with a secret path.

Obtain: Pirate's lair.

DARKTREE LEAF



Description: Works like a compass, finding the way to the source of evil.

Function: Can be used to purify all your evil.

Received: Unknown.

ECHO FLUTE



Description: A mysterious flute that locates surviving victims.

Function: Plays a special tune when you're nearby.

Received: Unknown.

GOLD ORB



Description: A gold orb that contains the soul of one of the great gods.

Function: Unknown.

Found: Unknown.

SILVER ORB



Description: A silver orb that contains the soul of one of the great gods.

Function: Unknown.

Found: Unknown.

RED ORB



Description: A red orb that contains the soul of one of the great gods.

Function: Unknown.

Found: Unknown.

BLUE ORB



Description: A blue orb that contains the soul of one of the great gods.

Function: Unknown.

Found: Unknown.

GREEN ORB



Description: A green orb that contains the soul of one of the great gods.

Function: Unknown.

Found: Unknown.

YELLOW ORB



Description: A yellow/orange orb that contains the soul of one of the great gods.

Function: Unknown.

Found: Unknown.

PURPLE ORB



Description: A purple orb that contains the soul of one of the great gods.

Function: Unknown.

Found: Unknown.

GODBIRD SCEPTRE



Description: A unique sceptre that can be used as the centre of the Test of Fairness.

Function: Has some significance in an important battle.

Received: Unknown.

THIEF'S KEY RECIPE



Description: A suspicious-looking document that contains keys on how to make a thief's key.

Function: Updates your recipe list.

Find: Factory compound.

EROS' BOW RECIPE



Description: A strange document that contains tips on how to make Eros' bow.

Function: Updates your recipe list.

Find: Relics on ground.

ITEMS

IMPORTANT ITEMS

IMP KNIFE RECIPE



Description: A strange document containing tips on how to make an imp knife.

Function: Updates your recipe list.

Find: Inside Castle von Grumb.

DRAGON-SLAYER RECIPE



Description: A document containing instructions on how to forge a dragon-slayer sword.

Function: Updates your recipe list.

Find: Gwalia Collection von Grumb.

MORRIE'S MEMO #1



Description: A strange note containing information about a monster Morrie is seeking.

Function: Contains info for quest.

Received: Monster Arena

MORRIE'S MEMO #2



Description: A strange note containing information about a monster Morrie is seeking.

Function: Contains info for quest.

Received: Monster Arena

MORRIE'S MEMO #3



Description: A strange note containing information about a monster Morrie is seeking.

Function: Contains info for quest.

Received: Monster Arena

MONSTER ARENA KEY



Description: A key received from Morrie that allows you to enter the Monster Arena.

Function: Enters Monster Arena from entrance.

Received: Monster Arena



ARMAMENTS

ARMAMENTS

Each character can equip four armaments at once: armour, a shield, a helm, and an accessory. Basic armour provides most of the defensive boost, plus many types of armour have special properties that provide resistance to certain spells or improve the wearer's ability to dodge. Shields and helms provide a lesser defensive boost, although they too may have special defensive properties.

Accessories do all sorts of things. They may boost defence, but they're just as likely to boost attack, agility, or even wisdom stats. With many accessories, the stat boost pales in comparison to the special effect, which may restore HP or provide immunities to certain effects. Other accessories have little use as stat boosters, existing primarily as ingredients to create other items.

ITEMS

ARMOUR

ARMOUR

DANGEROUS BUSTIER



Buy: N/A
Sell: 200

Description: You'll understand where the singer comes from when Jessica wears it. **Armour**

Defence: 1

Equipped by: Jessica

Special: Changes Jessica's appearance

Given: From Princess Minnie (99 medals)

Find: Unknown - chest

Recipe to Make:

None

Use in Recipes:

Dance bustier = dangerous bustier + shimmering dress

JESSICA'S OUTFIT



Buy: N/A
Sell: 0

Description: Jessica's clothing from last time in Alexandria

Defence: 1

Equipped by: Jessica

Special: Changes Jessica's appearance

Find: Alexandria (cabinet)

Recipe to Make:

None

Use in Recipes:

None

PLAIN CLOTHES



Buy: 30
Sell: 15

Description: An unremarkable garment made of cotton

Defence: 1

Equipped by: Hero, Yangu, Jessica, Angelo

Special: None

Given: Hero's starting equipment

Buy: Umbrey (armour shop)

Find: Farbury (2x cabinet), Azuranta (cabinet)

Obtain: 2x Sane, Bag o' Knives

Recipe to Make:

None

Use in Recipes:

Wardrobe clothes = plain clothes + clean clothes

BANDIT'S GRASS SKIRT



Buy: 35
Sell: 10

Description: A rough grass skirt of the kind preferred by Yangu.

Defence: 1

Equipped by: Yangu

Special: None

Given: Hero's starting equipment

Buy: Farbury

Find: Runed Abbey (cabinet)

Obtain: Candy cut, Glowing Flame, See unkn.

Recipe to Make:

None

Use in Recipes:

Boar shorts = bandit's grass skirt + bandana
Magic d'vint = mawroot shorts + bandit's grass skirt + mawroot hat
Bandit mail = bandit's cap + bandit's grass skirt + heavy armor

WAYFARER'S CLOTHES



Buy: 10
Sell: 5

Description: Sturdy tunic garments blessed by travellers across the world

Defence: 1

Equipped by: Hero, Yangu, Jessica, Angelo

Special: None

Given: Jessica's starting equipment

Buy: Farbury

Find: Alemanra (cabinet), Argonia (cabinet)

Obtain: 2x Sane, Fanning Fox, Iron ramie

Recipe to Make:

Wayfarer's clothes = plain clothes + plain clothes

Use in Recipes:

Leather tunic = leather shorts + magic tunic inde.
Robed sceptre = leather shorts + cloth of excent

BOXER'S SHORTS



Buy: N/A
Sell: 15

Description: Comfortable underwear of the sort often worn by men on their budget years

Defence: 1

Equipped by: Yangu

Special: None

Given: Farbury Region School: Platinum shop

Buy: Durung devil, Caped vendor

Recipe to Make:

Boxer shorts = bandit's grass skirt + bandana

Use in Recipes:

Leather tunic = boxer shorts + magic tunic inde.

Robed sceptre = boxer shorts + cloth of excent



SILK ROBE

Buy: 300
Sell: 200

Description: A high-quality garment woven from pure silk.

Defence: 0

Equipped by: Jessica, Anguis

Special: None

Buy: Foreign Quay

Find: Riverbank Cottage (cabinet)

Obtain: Poppyseed, Linen lace, Brown

Recipe to Make:

None

Use in Recipes:

None

LEATHER ARMOUR

Buy: 100
Sell: 60



Description: Lighter light armour made of leather.

Defence: 10

Equipped by: Hero, Anguis

Special: None

Buy: Mercenary

Obtain: None

Recipe to Make:

Leather armour = wayfarer's clothes + magic beast hide

Use in Recipes:

Scale armour + leather armour + dragon scale

LEATHER KILT

Buy: 220
Sell: 130



Description: A sturdy kilt fashioned from animal hide.

Defence: 10

Equipped by: Yanguis

Special: None

Buy: Reservoir, Port Prospect

Find: Foreign Quay (pot)

Obtain: Pig paper

Recipe to Make:

Leather kilt = inner cloak + magic beast hide

Leather kilt = leather wrap + hideout

Use in Recipes:

This belt = leather HD + strengthening

TEMPLAR'S UNIFORM

Buy: N/A
Sell: 275



Description: The official uniform of the Templar Knights, whose sworn duty is to protect the church.

Defence: 10

Equipped by: Anguis

Special: None

Given: Anguis's starting equipment

Obtain: Skeleton

Recipe to Make:

Templar's uniform = wayfarer's clothes + Templar's shield

Use in Recipes:

Templar's shield = Templar's uniform + iron shield

LEATHER DRESS

Buy: 2300
Sell: 100



Description: A sturdy suit of leather armour made for female performers.

Defence: 10

Equipped by: Jessica

Special: None

Buy: Ascentia

Find: Ascentia (clothes)

Recipe to Make:

Leather dress = dancer's costume + magic beast hide

Use in Recipes:

None

SCALE ARMOUR

Buy: 350
Sell: 175



Description: A suit of armour fashioned from numerous hard scales.

Defence: 10

Equipped by: Hero, Anguis

Special: None

Buy: Reservoir, Port Prospect, Foreign Quay

Obtain: Hingedbow, Darkblade, Mirrorman, Niphred

Recipe to Make:

Scale armour = leather armour + dragon scale

Use in Recipes:

None

CHAIN MAIL

Buy: 200
Sell: 150



Description: A chainmaille and lightweights suit of armour constructed from innumerable metal links.

Defence: 10

Equipped by: Yanguis

Special: None

Buy: Foreign Quay, Septempton

Find: Kingdom of Aragonillo (chest), Prahama (cabinet)

Obtain: Walking corpse

Recipe to Make:

Chain mail = wayfarer's clothes + chain whip

Use in Recipes:

Bronze armour + chain mail + prince shield

LEATHER CAPE

Buy: 1100
Sell: 600



Description: A sturdy cape made of leather.

Defence: 10

Equipped by: Yanguis

Special: None

Buy: Prahama, West Throam Church

Find: Argos (cabinet)

Obtain: Hood, Prismatic Leech, Tap deal, Wolverine, Dark mummy

Dark seadiva, Collusion

Recipe to Make:

None

Use in Recipes:

None

DANCER'S COSTUME

Buy: 1100
Sell: 600



Description: A costumes used for professional dancers.

Defence: 10

Equipped by: Jessica

Special: Changes Jessica's appearance

Buy: William's Barracks

Find: Safavid robes

Obtain: Hippopotamus, Sand lot

Recipe to Make:

None

Use in Recipes:

Leather dress + dragon HD + costume + magic beast hide

Dancer's outfit + dancer's costume + skin suit

Bronze Armour

Buy: 400
Sell: 400

Description: A suit of armor
Unleashed from high bronze plates.
Defence: 74

Equipped by: Iron

Special: None

Buy: Astromax, Polished

Recipe to Make:
Bronze armour + chain mail + bronze shield

Use in Recipes:
None

Cloak of Evasion

Buy: 3000
Sell: 1500

Description: A magical cloak
that removes & obscures its dodge enemy's attacks.
Defence: 29

Equipped by: Iron, Steel

Special: Increases ability to dodge enemy attacks.

Buy: Folders, Test, Arcadia, Peppermint, Moss, Caffiene, certain events.
Find: Argon, Chest, Arcadia, Chests
Obtain: Unknown

Recipe to Make:
NoneUse in Recipes:
Robe of Serenity - Inner shirt - Cash - Oil - Armor
Guru (Unknown) of evasion + diamond + wing of

Iron Cuirass

Buy: 1000
Sell: 500

Description: Iron armor that
reduces incoming damage by 40%
Defence: 75

Equipped by: Iron

Special: None

Buy: Astromax

Obtain: Mud, Ivory, Ruberium, Kring, Androm, Buldog

Recipe to Make:
Iron cuirass + iron shield + sun shield

Use in Recipes:
Silver cuirass + iron cuirass + silver cuirass + silver plates

Iron Armour

Buy: 1000
Sell: 500

Description: Heavy and sturdy
iron armor.
Defence: 53

Equipped by: Metal, Steel

Special: None

Buy: Iron

Find: Uncharted Island west of Malta - Abyss, chest

Obtain: Nestles armor, Internal armor, Aer

Recipe to Make:
NoneUse in Recipes:
None

Fur Poncho

Buy: N/A
Sell: 100

Description: A sturdy but general
poncho, increasing damage with fire
and ice based attacks by 30%
Defence: 26

Equipped by: Fur

Special: Damage from fire and ice based attacks is increased
by 30%

Find: Impacha Isobim

Recipe to Make:

Fur poncho = magic bear hide + magic bear hide

Use in Recipes:

Fur hood + fur poncho + feathered cap

ITEMS

ARMOUR

Turtle Shell

Buy: 2500
Sell: 1000

Description: A large marine shell
used to make it almost invincible with
most mind boggling stats.
Defence: 57

Equipped by: Tuna

Special: None

Buy: Soldier, Test, Peddler, & New fallen certain events)
Obtain: Bob, Craype

Recipe to Make:
NoneUse in Recipes:
None

Bunny Suit

Buy: N/A
Sell: 1000

Description: A charming and
adorable outfit worn by the adorable
Bunny girls.
Defence: 5K

Equipped by: Tuna

Special: Changes Jester's appearance when worn with bunny ears and kitten stockings.

Given: Monster Arena Prize Rank 1

Recipe to Make:
Bunny suit + silk number + bunny tailUse in Recipes:
None

Full-Plate Armour

Buy: 2500
Sell: 1000

Description: Armor made from
unobtainium + iron, diplomatic like
Jester's comic body.
Defence: 98

Equipped by: Iron

Special: None

Buy: Seville Cathedral, Nets

Recipe to Make:
NoneUse in Recipes:
Magic armour + full plate armour + graves vinyl + rats of portamento

MAGIC VESTMENT



Description: An enchanted garment that reduces damage from Depthby 20%.

Defense: 38

Equipped by: Jessica, Angels

Special: Damage from Flitz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 20%.

Buy: Argonia, Scepter Cathedral

Find: Argonian Shrine

Obtain: 2 Silver priest, Right prism

Recipe to Make:
None

Use in Recipes:
Sage's robe = magic vestment + scholar's cap

ZOMBIE MAIL



Description: Dated armor commandered by ranks of the dead.

Defense: 82

Equipped by: Angels

Special: Causes weaker enemies to drop their death damage to weaker when enemy walls or field and dragon areas.

Find: Humanz Isle, Infested

Obtain: Dark skulltusks

Recipe to Make:
Zombie mail = zombobane + silver mail
Zombie mail = platinum mail + devil's toll

Use in Recipes:
Platinum mail = number mail + saint's vest

SILVER CUIRASS



Description: Silver armor that looks like water's chest.

Defense: 88

Equipped by: Angels

Special: None

Buy: None

Recipe to Make:

Silver cuirass = iron cuirass + silver platter + silver platter

Use in Recipes:

None

SILK BUSTIER



Description: A high-collared bustier made of silk.

Defense: 13

Equipped by: Jessica

Special: None

Buy: Argonia, Durian, Ultra Barbers

Recipe to Make:
None

Use in Recipes:
Bunny suit = silk bustier + bunny tail

SPANGLED DRESS



Description: A flowing gown with a shimmering spangle pattern.

Defense: 46

Equipped by: Jessica

Special: None

Token Trader: Research 1000 Jokers

Find: Recruit station

Obtain: Spangled regular, Ultra jester

Recipe to Make:
None

Use in Recipes:
Shimmering dress = spangled dress + gold brazen + ruby or sapphire

POSH WAISTCOAT



Description: A sleek, high-quality vest that increases its wearer's defense.

Defense: 48

Equipped by: Angels

Special: None

Given: Queen Princess Meine (Ultra medal)

Recipe to Make:
None

Use in Recipes:
None

SILVER MAIL



Description: Silver armor that reduces damage from enemy spells by 20 points.

Defense: 50

Equipped by: Iron, Angels

Special: Damage from Flitz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 20%.

Buy: Argonia, Scepter Cathedral

Recipe to Make:
None

Use in Recipes:
Devine mail = divine vestment + silver mail
Zombie mail = zombie vestment + silver mail
Dragon mail = silver mail + dragon scale + dragon scale
Mercur armor = silver mail + mirror shield + mirror shield

MAGIC BIKINI



Description: An enchanted bikini that reduces damage from enemy spells by 15 points.

Defense: 50

Equipped by: Jessica

Special: Changes Jessica's appearance when worn. Damage from Flitz, Sizz, and Bang-type spells is reduced by 15%.

Buy: Argonia

Recipe to Make:
None

Use in Recipes:
None

HEAVY ARMOUR



Description: Thick armor that reduces damage from fire and ice. Damaged units by 15 points.

Defense: 50

Equipped by: Vargos

Special: Damage from fire and ice-based units is reduced by 15%.

Buy: Argonia, Durian, Ultra Barbers

Obtain: Lettuce armor

Recipe to Make:
None

Use in Recipes:
Giant metal = giant arm + human's gear skin + heavy armor

SAGE'S ROBE



Buy: N/A
Sell: 1000

Description: A magical robe that reduces damage from spells by 25 points.

Defence: 55

Equipped by: Angelo

Special: Damage from Fizz, Sizz, Crack, and Bang-type spells is reduced by 25.

Find: End High Priest's Residence (cabinet)

Recipe to Make:

Sage's robe = magic vestment + scholar's cap

Use in Recipes:

Common robe = sage's robe + magic water + mock grass

MAGICAL SKIRT



Buy: N/A
Sell: 1350

Description: An enchanted skirt that reduces damage from energy spells by 25.

Defence: 55

Equipped by: Jessie

Special: Damage from Fizz, Sizz, Crack, Bang, and Womph-type spells is reduced by 25.

Obtain: Alchemy only

Recipe to Make:

Magical skirt = magical mane + handles grass skirt + magical hat

Use in Recipes:

Angel's robe = magical skirt + flowing dress

MAGIC ARMOUR



Buy: 6000
Sell: 1500

Description: Enchanted armor that reduces damage from energy spells by 25 points.

Defence: 35

Equipped by: Hera, Angelo

Special: Damage from Fizz, Sizz, Crack, Bang, and Womph-type spells is reduced by 15.

Buy: Angelo (during other bosses) Arcadia

Obtain: Body parts

Recipe to Make:

Magic armour = full plate armour + prayer ring + ruby of protection

Use in Recipes:

Spiked armour = edged boomerang + magic armour

DANCER'S MAIL



Buy: N/A
Sell: 6200

Description: A mysterious outfit worn by the dancer when she wears it. Damage enemy status more easily.

Defence: 55

Equipped by: Angelo

Special: Increases ability to dodge enemy attacks.

Obtain: Alchemy only

Recipe to Make:

Dancer's mail = dancer's costume + silver mail

Use in Recipes:

None

FLOWING DRESS



Buy: 10,000
Sell: 2400

Description: A sacred dress that reduces damage from fire and ice-based spells by 25.

Defence: 55

Equipped by: Jessie

Special: Damage from fire- and ice-based attacks is reduced by 25.

Buy: Town Gully

Recipe to Make:

None

Use in Recipes:

Angel's robe = magical skirt + flowing dress

DRAGON MAIL



Buy: 17,000
Sell: 6000

Description: Armor that reduces damage from fire- and ice-based spells.

Defence: 55

Equipped by: Hera, Yngus

Special: Damage from fire- and ice-based attacks is reduced by 25.

Buy: Draketh

Recipe to Make:

Dragon mail = silver mail + dragon scale + dragon skin

Use in Recipes:

None

VELVET CAPE



Buy: 5400
Sell: 5300

Description: A dumble cape made of velvet.

Defence: 55

Equipped by: Angelo

Special: None

Buy: Ohmna

Obtain: Heavy hood, Unity hiblop

Recipe to Make:

None

Use in Recipes:

None

SHIMMERING DRESS



Buy: N/A
Sell: 5000

Description: A mysterious dress that occasionally reflects a spell cast on the wearer back at the wearer.

Defence: 55

Equipped by: Jessie

Special: Sometimes reflects spells cast on wearer back to wearer.

Obtain: Alchemy only

Recipe to Make:

Shimmering dress = spangled dress + gold bratex + ruby of protection

Use in Recipes:

Young of light = ring staff + shimmering dress + logic world Purifier, visor = shimmering dress + angel collar + gold rose Dance master = tarantula faulier + shimmering dress

SPIKED ARMOUR



Buy: N/A
Sell: 5000

Description: Mysterious armor that reflects damage back at the enemy who inflicted it.

Defence: 55

Equipped by: Hera, Yngus

Special: Sometimes reflects a percentage of damage dealt to wearer back to attacker.

Obtain: Alchemy only

Recipe to Make:

Spiked armour = edged boomerang + magic armour

Use in Recipes:

None

ITEMS

ARMOUR

PLATINUM MAIL



Description: Platinum armor that reduces damage from enemy spells by 10 points.

Defence: 72

Buy: N/A
Sell: 4800

Equipped by: Iron Angel

Special: Damage from Fire, Ice, Crack, Bang, and Wood-type spells is reduced by 15%.

Obtain: Hell's gauntlet**Recipe to Make:**

Platinum mail + zombie mail + saint's robes

Use in Recipes:

Zombie mail + platinum mail + devil's tail

ANGEL'S ROBE



Description: A sacred robe that increases the wearer's resistance to random health spells.

Defence: 15**Equipped by:** Iron Angel

Special: Storing against White-type spells.

Obtain: Alchemy only**Recipe to Make:**

Angel's robe = magical shirt + flowing dress

Use in Recipes:

Princess's robe + shimmering dress + angel's robe = gold rosary

BANDIT MAIL



Description: Sturdy armour made from an exotic metal.

Defence: 80**Equipped by:** Venus**Special:** None**Buy:** Empyrean, Dark Empyrean**Recipe to Make:**

Bandit mail = bands + bandit's gear skirt + heavy armour

Use in Recipes:

Giant armour + bandit mail + mighty armlet + mighty armet

CRIMSON ROBE



Description: A fiery red robe that restores damage from ice-based attacks by 20 points.

Defence: 45

Buy: N/A
Sell: 1,250

Equipped by: Iron Angel

Special: Damage from ice-based attacks is reduced by 20%.

Obtain: Alchemy only**Recipe to Make:**

Crimson robe = sage's robe + magic water + nook grass

Use in Recipes:

None

SACRED ARMOUR



Description: Sacred armour that regenerates the wearer's HP during battle.

Defence: 60**Equipped by:** Iron Angel

Buy: N/A
Sell: 7,500

Special: At the end of each turn, the wearer recovers 10 HP.

Given: From Princess Mummy (75 medals)**Recipe to Make:**

None

Use in Recipes:

None

DARK ROBE



Description: A jet-black robe that makes it easier to dodge enemy attacks.

Defence: 85**Equipped by:** Venus

Special: Evasion ability to dodge enemy attacks.

Find: Blue crystal (gather)**Obtain:** Invader summon**Recipe to Make:**

Dark robe = cloak of evasion + devil's tail + wing of bat

Use in Recipes:

Phantom mask + dark robe +暮色魔杖

MIRROR ARMOUR



Description: Mysterious armour that accidentally reflects a small part of the wearer back at the wearer.

Defence: 70

Buy: 21,000
Sell: 15,600

Equipped by: Iron Angel

Special: Sometimes reflects spells cast on water back to casters.

Buy: Iron City**Obtain:** Mirror of darkness**Recipe to Make:**

Mirror armour = silver mail + mirror shield + mirror shield

Use in Recipes:

None

PRINCESS'S ROBE



Description: A royal robe that reduces damage from spells by 10 points.

Defence: 40**Equipped by:** Iron Angel

Buy: N/A
Sell: 50,000

Special: Storage from Fire, Ice, Crack, Bang, and Wood-type spells is reduced by 10%.

Obtain: Alchemy only**Recipe to Make:**

Princess's robe = shimmering dress + angel's robe + gold rosary

Use in Recipes:

None

GIGANT ARMOUR



Description: Special armor that reduces damage from fire and bone-based spells by 50 points.

Defence: 95**Equipped by:** Venus

Special: Damage from fire- and bone-based spells is reduced by 50%.

Buy: Ryan Gully**Recipe to Make:**

Gigan armour + bands + mighty armlet + mighty armet

Use in Recipes:

None

Liquid Metal Armour

Buy: 100
Sell: 100

Description: Metallic armor that reduces damage from burns by 25%
Defence: 0%

Equipped by: Hera, Xanatos, Jessica, Angelo

Special: Damage from Curse-type spells is reduced by 25%**Find:** Unknown - (rare)**Token Trade:** Gossamer (50,000 tokens)**Recipe to Make:**

None

Use in Recipes:

Metal king armour + liquid metal armour + slime crown + orchidatum

Dragon Robe

Buy: N/A
Sell: 100

Description: The finest robe available. Reduces damage from fire and ice-based spells by 40%
Defence: 0%

Equipped by: Jessica, Angelo

Special: Damage from fire- and ice-based spells is reduced by 40%**Given:** Master Arms Prize (Rank 5)**Recipe to Make:**

None

Use in Recipes:

None

Divine Bustier

Buy: 200
Sell: 2,000

Description: A mysterious bustier that allows the wearer to dodge enemy attacks more easily.
Defence: 0%

Equipped by: Jessica

Special: Changes Jessica's appearance when worn. Increases ability to dodge enemy attacks.**Obtain:** Alchemy-only**Recipe to Make:**

Divine bustier = dangerous bustier + shimmering dress

Use in Recipes:

None

ITEMS

SHIELDS

Metal King Armour

Buy: N/A
Sell: 5000

Description: The ultimate set of armor offering the strongest possible defense.
Defence: 120

Equipped by: Hera, Xanatos, Jessica, Angelo

Special: Damage from fire- and ice-based attacks is reduced by 80%**Obtain:** Alchemy-only**Recipe to Make:**

Metal king armour + liquid metal armour + slime crown + orchidatum

Use in Recipes:

None

SHIELDS

Pot-Lid

Buy: 40
Sell: 30

Description: The lid to a large cooking pot, recommended to melt its molten lid of scars.
Defence: 2

Equipped by: Xanatos, Jessica

Special: None**Buy:** Bremen Quay**Find:** Fandango's Captain, Petty Assassin**Obtain:** Melancholy: Cambium**Recipe to Make:** None**Use in Recipes:**
Leather shield = pot-lid + magic beast hide

Leather Shield

Buy: 20
Sell: 15

Description: A simple shield made of leather stretched over wood.
Defence: 1

Equipped by: Hera, Xanatos, Angelo

Special: None**Buy:** Farbury**Find:** Tammy Jones!**Obtain:** Croaking**Recipe to Make:** Leather shield = pot-lid + magic beast hide**Use in Recipes:**
Scare shield = leather shield + dragon scale
Frenzy shield = leather shield + tammy knoll

Scale Shield

Buy: 100
Sell: 80

Description: A shield made from extremely hard scales.
Defence: 7

Equipped by: Hera, Xanatos, Jessica, Angelo

Special: None**Buy:** Alessandria, Port Pragoria, Pergamon Quay**Find:** Tower of Alessandria chest**Obtain:** Headless Valley, Wild boarfish**Recipe to Make:** Scale shield = leather shield + dragon scale**Use in Recipes:**
Musketeer whip = leather whip + scale shield

SILVER PLATTER



Buy: N/A
Sell: 100

Description: A silver serving platter large enough to serve as a full-sized shield.
Defence: 8

Equipped by: Isabella

Special: None

Taken Trade: Redem. (100) (Item)

Find: Le Ciel Hull (Full Refillable)

Recipe to Make:

None

Use in Recipes:

Silver armor = iron armor + silver platter
Silver shield = silver platter + iron shield
Silver face = silver platter + coral harpoon

BRONZE SHIELD



Buy: 170
Sell: 163

Description: A large shield of beaten bronze.
Defence: 10

Equipped by: Hera, Yangzi

Special: None

Buy: Arachna

Find: Ruined Abbey (100%)

Obtain: Dark skeleton

Recipe to Make:

Bronze shield = leather shield + bronze knife

Use in Recipes:

Bronze armor = chain mail + bronze shield

KITTY SHIELD



Buy: 100
Sell: 90

Description: A light and durable shield sporting a cute kitten motif.
Defence: 12

Equipped by: Isabella, Angela

Special: None

Find: Sandman's Laboratory (Item)

Obtain: Test-a-time knight, Berserker

Recipe to Make:

None

Use in Recipes:

None

TEMPLAR'S SHIELD



Buy: N/A
Sell: 105

Description: A classic templar design featuring the damage from fire and ice-based attacks is reduced by 5%
Defence: 14

Equipped by: Angels

Special: Damage from fire- and ice-based attacks is reduced by 5%

Find: Walker's Peak (chest)

Obtain: Some knight, Battle battle

Recipe to Make:

Templar's shield = Templar's uniform + iron shield

Use in Recipes:

Templar's uniform = templar's clothes + Templar's shield

IRON SHIELD



Buy: 120
Sell: 100

Description: A forged iron shield that reduces the damage from certain fire- or ice-based attacks by 5 points.
Defence: 15

Equipped by: Hera, Yangzi

Special: Damage from fire- and ice-based attacks is reduced by 5%

Buy: Phobion

Find: Redem. (Angela chest)

Obtain: Redem. armor, Winc, Bone buster, Melancholy, Cleanman plate

Recipe to Make:

None

Use in Recipes:

Iron armor = iron shield + iron shield
Ironique's shield = Templar's uniform + iron shield
White shield = silver platter + iron shield

LIGHT SHIELD



Buy: 2250
Sell: 1100

Description: A light and very thin shield that can be used by anyone.
Defence: 17

Equipped by: Hera, Yangzi, Anna, Angela

Special: None

Buy: Borang, Argona, Nira

Find: S. Argona (chest)

Recipe to Make:

None

Use in Recipes:

Shamir's light = rock staff + light shield + shimmering cres
White shield = light shield + iron staff + trogl milk

STEEL SHIELD



Buy: 2500
Sell: 1200

Description: A steel shield that reduces the damage from fire- and ice-based attacks by 7 points.
Defence: 18

Equipped by: Hera, Yangzi

Special: Damage from fire- and ice-based attacks is reduced by 7%

Buy: Swella Cathedral (Item)

Find: W. Argona (chest)

Obtain: Ballman

Recipe to Make:

None

Use in Recipes:

Mag. shield = steel shield + dragon ring + ruby of protection
Dragon shield = steel shield + dragon scale + dragon scale

WHITE SHIELD



Buy: N/A
Sell: 1000

Description: A second shield that reduces the damage from fire-based attacks by 10 points.
Defence: 24

Equipped by: Isabella, Angela

Special: Damage from fire-based attacks is reduced by 10%

Obtain: Alchemy only

Recipe to Make:

White shield = stone platter + iron shield

White shield = light shield + fresh milk + fresh milk

Use in Recipes:

Saints' shield = white shield + mirror shield + holy water

MAGIC SHIELD



Buy: 300
Sell: 100

Description: An enhance shield that raises the damage from spells by 15 points.
Defence: 22

Equipped by: Hera, Angela

Special: Damage from fire-, ice- and fire-based spells is increased by 15%

Buy: Argona (Stronghold), Aracida

Recipe to Make:

Magic shield = steel shield + prayer ring + ruby of protection

Use in Recipes:

Hame shield = Alchemist (ironworking) + magic shield
Ice shield = ice staff + magic shield
Flame shield = magic shield + strength ring + cured disease

DRAGON SHIELD

Buy: 6900
Sell: 1490

Description: A shield balanced from experience. Made with dragon scales.

Defence: 50

Equipped by: Hero, Tongus**Special:** Damage from fire- and ice-based attacks is reduced by 25%**Buy:** Orkush**Find:** Dragon (Cave of Frost)**Recipe to Make:**

Dragon shield = steel shield + dragon scale + dragon scale

Use in Recipes:

None

ICE SHIELD

Buy: 6000
Sell: 1200

Description: A shield that increases the user's resistance to cold when used during fire or battle.

Defence: 35

Equipped by: Hero, Tongus**Special:** Damage from cold-based attacks is reduced by 5%. When used in combat, all allies gain protection from fire-based spells and attacks.**Buy:** Orkush**Recipe to Make:**

Ice shield = winter disk + magic shield

Use in Recipes:

None

FLAME SHIELD

Buy: 7000
Sell: 1400

Description: A shield that increases the user's resistance to fire when used during ice or water.

Defence: 30

Equipped by: Yangus, Jevara**Special:** Damage from fire-type attacks is reduced by 10%. When used in combat, all allies gain protection from fire-based spells and attacks.**Buy:** Orcyruhu, Dark Empyrean**Recipe to Make:**

Flame shield = flaming boomerang + magic shield

Use in Recipes:
Flaming boomerang = swordfish + flame shield**ITEMS****SHIELDS**

BONE SHIELD

Buy: 7076
Sell: 1416

Description: This hands-on shield has sharp canines that can be used to make a delicious soup stock.

Defence: 30

Equipped by: Yangus**Special:** Bone**Find:** Orkush (Cave)**Recipe to Make:**

None

Use in Recipes:

None

POWER SHIELD

Buy: 10000
Sell: 2000

Description: A shield that releases some of the user's HP after being used as an armful battle.

Defence: 30

Equipped by: Hero, Tongus, Angels**Special:** Damage from fire- and ice-based attacks is reduced by 10%. When used in combat, casts Mithril on weaker enemies - ID #10.**Buy:** Ryan Gally**Find:** Redhorn (chest)**Obtain:** Left wing**Recipe to Make:**
Golem shield = magic shield + strength ring + coated cheese**Use in Recipes:**
Chompy's bow = Erns' bow + power shield

MIRROR SHIELD

Buy: 105000
Sell: 21000

Description: A mysterious shield that successfully reflects a spell cast on the wearer back at the caster.

Defence: 40

Equipped by: Hero, Angels**Special:** Sometimes reflects casts thrown back to user.**Buy:** Train Gally**Recipe to Make:**

None

Use in Recipes:
Marrow mumm = silver mail + mirror shield + mirror shield
Silver shield = white shield + mirror shield + holy water
Silver shield = mirror shield + amro seco essence + magic water

OGRE SHIELD

Buy: N/A
Sell: 1000

Description: A massive shield that reduces the damage from fire- and ice-based attacks by 10 points.

Defence: 40

Equipped by: Hero, Yangus**Special:** Damage from fire- and ice-based attacks is reduced by 10%**Find:** Steam chest**Recipe to Make:**

None

Use in Recipes:

None

SAINTESS SHIELD

Buy: N/A
Sell: 1000

Description: A holy shield that reduces the damage from fire- and ice-based attacks by 15%.

Defence: 34

Equipped by: Jessica**Special:** Damage from fire- and ice-based attacks is reduced by 15%**Obtain:** Alchemy only**Recipe to Make:**

Samoss shield = white shield + mirror shield + holy water

Use in Recipes:

None

SILVER SHIELD

Buy: N/A
Sell: 1000

Description: A long, silvered spear that transforms into a shield to reduce damage from fire-based attacks by 10 points.

Defence: 40

Equipped by: Hero, Tongus, Angels**Special:** Damage from fire-based attacks is reduced by 10%**Find:** Bark + need (chest)**Recipe to Make:**

Silver shield = mirror shield + amro seco essence + magic water

Use in Recipes:

None

BIG BOSS SHIELD



Description: Lowers the enemy's defense by 10% as an item damage bonus.
Defence: +50

Equipped by: Yangu**Buy:** N/A
Sell: 12,500

RUINOUS SHIELD



Description: An unlucky shield surrounded by veins of magma.
Defence: +0

Equipped by: Hero, Yangu, Angels**Buy:** N/A
Sell: 2,500

THANATOS' SHIELD



Description: An ill-fated shield surrounded by an air of danger.
Defence: +0

Equipped by: Hero, Yangu, Angels**Buy:** N/A
Sell: 5,000

Special: When used in combat casts the Kamas spell (lowers defence of enemies).

Given: From Dodge Dave at Pickham (Black Markets) after certain accomplishments!

Recipe to Make:
None

Use in Recipes:
None

GODDESS SHIELD



Description: A shiny shield that reduces damage from fire and ice-based spells by up to 50%.

Defence: +50**Equipped by:** Hero, Angels**Buy:** N/A
Sell: 42,500

Special: Damage from fire- and ice-based spells is reduced by up to half.

Obtain: Alchemy only

Recipe to Make:
Goddess shield = Thanatos' shield + saint's ashes

Use in Recipes:
Thanatos' shield = goddess shield + devil's tail

METAL KING SHIELD



Description: The ultimate shield. Reduces damage from fire- and ice-based spells by 50 points.

Defence: +40**Equipped by:** Hero, Yangu, Angels, Angels**Buy:** N/A
Sell: 500

Special: Damage from fire- and ice-based spells is reduced by 50 points.

Obtain: Alchemy only

Recipe to Make:
Metal king shield = ruinous shield + orichalcum + saint's ashes

Use in Recipes:
Ruinous shield = metal king shield + devil's tail

HELMETS

BANDANA



Description: A normal cloth bandana. A favorite of Herc.

Defence: +1**Equipped by:** Hero**Buy:** 45
Sell: 35**Special:** None**Given:** Hero's starting equipment**Buy:** Premium Gear

Obtain: Badlin's armor, Ascent, Mummy boy, Shadrink, Blood mimic, Killer zombie

Recipe to Make: None

Use in Recipes:
Dread shirt = bandana + bandana
Leather cap = leather hat + bandana
Turban = turban + bandana
Mercury bandana = bandana + apothecary ring

LEATHER HAT



Description: A popular hat made of leather.

Defence: +1**Equipped by:** Hero, Yangu, Angels, Angels**Buy:** 65
Sell: 55**Special:** None**Given:** Yangu's starting equipment**Buy:** Premium Gear

Find: Material Cave (chest)
Obtain: Duncan, Unleashing, High roller, Dark subversive

Recipe to Make: None

Use in Recipes:
Ponytail = leather hat + unimini
Feathered cap = leather hat + chimney wing

HAIRBAND



Description: A fun and functional headband for James.

Defence: +0**Equipped by:** James**Buy:** 150
Sell: 0**Special:** None**Given:** James's starting equipment**Buy:** Premium Gear

Find: Ted's Den (cabinet), Arizona (cabinet)

Obtain: Dingaling, Bag o' laughs, Chimera, Garuda Helipilot, Dakkoda

Recipe to Make: None**Use in Recipes:**

POINTY HAT



Buy: 20
Sell: 100

Description: A small hat with a pointed tip.
Defence: 7

Equipped by: Xipros

Special: None

Buy: Argento (Rare)
Obtain: Sparkler

Recipe to Make:
Pointy hat + leather hat + iron nail

Use in Recipes:
Stone handulum cap + stone pointy hat

TURBAN



Buy: 400
Sell: 200

Description: A turban-like head-gear made from a long strip of cloth that is wrapped around the head.
Defence: 4

Equipped by: Hera, Yngnus

Special: None

Buy: Argento, Asuranta
Find: Argento (Infested)

Obtain: 1 Mummy-boy, Mummy, Terror baby

Recipe to Make:
Turban + bandura + iron eagle

Use in Recipes:
None

FEATHERED CAP



Buy: N/A
Sell: 200

Description: A stylized feathered cap as a headdress.
Defence: 5

Equipped by: Hera, Yngnus, Isadora, Angira

Special: None

Find: Madia (Region) (Chest), Argenta (Chest)
Obtain: Night fire

Recipe to Make:
Ironhead cap + feather hat + chinstrap wing

Use in Recipes:
Far head + far pondo + Ironhead cap
Demonic Rita + Infested cap + Mercury + bandana
Happy hat + feathered cap + elevating shoes

BUNNY EARS



Buy: N/A
Sell: 400

Description: A delightful headgear sporting a pair of pink bunny ears.

Defence: 10

Equipped by: Jessica

Special: Changes Jessie's appearance when worn with bunny suit and helmet (check)

Obtain: Alchemy only

Recipe to Make:
Bunny ears + halo band + bunny tail

Use in Recipes:
None

STONE/HARDHAT



Buy: N/A
Sell: 150

Description: An infested, infotek-like hardhat from stone.

Defence: 10

Equipped by: Yngnus

Special: None

Find: Madia (Region) (Chest)

Obtain: Madia mite, Cocaine, Bombslinger, Living statue

Recipe to Make:
Stone hardhat + stone earr + pointy hat

Use in Recipes:
Stone earr + cypress stick + stone hardhat
Grouse helmet + former kraft + former kraft + stone hardhat

IRON HELMET



Buy: 1000
Sell: 500

Description: An extremely infested ironer hardhat of iron.

Defence: 10

Equipped by: Hera, Angira

Special: None

Buy: Redman

Find: 1 Argenta (Chest)

Obtain: Gothic doublet, iron man, Hawk, Octavia, sentry

Recipe to Make:

Sabrehammer + gunpowder + iron helmet + iron helmet

FUR HOOD



Buy: 1400
Sell: n/a

Description: A warm hood made of thick fur.

Defence: 10

Equipped by: Ziro, Xipros

Special: None

Buy: west Indian Church
Obtain: Infused

Recipe to Make:
Fur Hood + fur poncho + feathered cap

Use in Recipes:
None

HERMES' HAT



Buy: N/A
Sell: 1000

Description: A hat infused with the powers of the Zephyr spell.

Defence: 10

Equipped by: Hera, Yngnus, Jessca, Angira

Special: When used on the field, casts Zephyr spell

Obtain: Alchemy only

Recipe to Make:
Hermes' Hat + feathered cap + Mercury's bandana

Use in Recipes:
None

CORAL HAIRPIN



Buy: 950
Sell: n/a

Description: An accessory raised from a seashell piece of coral.

Defence: 10

Equipped by: Hera

Special: None

Buy: Recorral

Obtain: Wailin' weasel, ang halo, Siren

Recipe to Make:

Silver lime-killer plates + coral hairpin

ITEM

HELMET

SILVER CROWN



Buy: N/A

Sell: none

Description:	The crown worn by a king slime.
Defence:	20

Equipped by: King

Special: None

Find: Hilltop Hut (on the ground), Teyar Gully (bazaar)

Obtain: King slime, Metal king slime

Recipe to Make:

None

Use in Recipes:

Liquid metal armor = copper oil paint + stone cutter + orchidium
King arm = gold statue + silver crown
Metal king armor = liquid metal armors + stone cutter + orchidium

SILVER TIARA



Buy: 1450

Sell: 725

Description:	A beautiful handwoven piece of decorative headwear.
Defence:	24

Equipped by: Queen

Special: None

Buy: Argone

Find: Arachna Region (chest)

Recipe to Make:

Silver horn + silver platter + coral harpoon

Use in Recipes:

Golden harpa + silver harpa + thinking cap + gold muges

BRONZE HELMET



Buy: N/A

Sell: 825

Description:	A helmet made from several bronze sheets hammered together.
Defence:	20

Equipped by: Hero, Angels

Special: None

Obtain: Anatomy only

Recipe to Make:

Bronze helmet + bronze knife + bronze knife + stone hatchet

Use in Recipes:

None

MERCURY'S BANDANA



Buy: N/A

Sell: 3000

Description:	A unique bandana that increases the wearer's agility.
Defence:	25

Equipped by: Hero

Special: Agility + 10% while equipped

Obtain: Sesame

Recipe to Make:

Mercury's bandana + tomato + agility ring

Use in Recipes:

Mercury's cap + fallen angel cap + Mercury Charlotte + Mercury's bandana
Mercury's hat + feathered cap + Mercury's bandana

PIRATE'S HAT



Buy: N/A

Sell: 1000

Description:	An impressive hat worthy of a pirate captain.
Defence:	50

Equipped by: Hero

Special: None

Obtain: Heavy hood

Recipe to Make:

None

Use in Recipes:

None

PLATINUM HEADGEAR



Buy: N/A

Sell: 2000

Description:	A beautiful platinum helm.
Defence:	50

Equipped by: Hero, Angels

Special: None

Token Trade: Platinum (5000 tokens)

Recipe to Make:

None

Use in Recipes:

None

HAPPY HAT



Buy: N/A

Sell: 50000

Description:	A magical hat that instantly restores HP to its wearer while around.
Defence:	50

Equipped by: Hero, Angels

Special: Instantly restores HP to someone in long distance areas

Given: Final Drudge Date or Pickham Block Market (After certain accomplishments)

Recipe to Make:

Heavy hat + feathered cap + cleaving shoes

Use in Recipes:

Cleaving shoes + heavy hat + blame swamp

IRON HEADGEAR



Buy: 3500
Sell: 1750

Description: Headgear centered with iron spikes for improved defense.

Defence: 22

Equipped by: Hero, Yangus

Special: None

Buy: 2000

Find: Shield of Darkness (chest)

Obtain: Iron dressing

Recipe to Make:

Note:

Use in Recipes:

Thinking cap + iron headgear = scholar's cap

Phantom mask + dark robe = iron headgear

SCHOLAR'S CAP



Buy: 700
Sell: 500

Description: A mysterious cap that increases the wearer's wisdom.

Defence: 15

Equipped by: Jessica, Angelo

Special: Wisdom +10 while equipped.

Obtain: Alchemy only

Recipe to Make:

Scholar's cap + magical hat + scholar's specs

Use in Recipes:

Sage's robe + magic vestment + scholar's cap

Thinking cap + iron headgear + scholar's cap

HADES' HELM



Buy: 2500
Sell: 1250

Description: A strange helm surrounded by a ring of snakes.

Defence: 35

Equipped by: Hero, Yangus

Special: Causes wearer when equipped, wearer cannot attack in first turn of combat.

Find: Pinter's Cave (chest)

Obtain: Hell scimitar, Servant of darkness

Recipe to Make:

Snakes' helm + myrrh helm + devil's tail

Use in Recipes:

Hell scimitar + steel scimitar + poison man juice + Hades' helm

Myrrh helm + Hades' helm + Steel scimitar

ITEMS

HELMETS

THINKING CAP



Buy: 15,000
Sell: 8000

Description: A magical helmet increases the wearer's wisdom.

Defence: 28

Equipped by: Jessica, Angelo

Special: Wisdom +10 while equipped.

Buy: Devil's Gilly

Obtain: Head of state

Recipe to Make:

Thinking cap + iron headgear + scholar's cap

Use in Recipes:

Golden tiara + silver tiara + thinking cap + gold nugget

MYTHRIL HELM



Buy: 15,000
Sell: 8000

Description: An expensive helm crafted from the rare metal of silver known as mythril.

Defence: 38

Equipped by: Hero, Angelo

Special: None

Buy: Empyrean, Dark Empyrean

Recipe to Make:

Mythril helm + Hades' helm + saint's ashes

Use in Recipes:

Hades' helm + mythril helm + devil's tail

Raging bull helm + mythril helm + fresh milk + coagul

RAGING BULL HELM



Buy: N/A
Sell: 1000

Description: A helmet sporting two large horns, felt through with veins like bull.

Defence: 42

Equipped by: Hero, Tongus

Special: None

Obtain: Alchemy only

Recipe to Make:

Raging bull helm + mythril helm + fresh milk + coagul

Use in Recipes:

None

GOLDEN TIARA



Buy: N/A
Sell: 26,000

Description: A sacred tiara that makes its wearer understand in a flash of spirit.

Defence: 45

Equipped by: Jessica

Special: Increases resistance to Whack, Stunne, Fiddle-type attacks.

Obtain: Alchemy only

Recipe to Make:

Golden tiara + silver tiara + thinking cap + gold nugget

Use in Recipes:

None

GREAT HELM



Buy: 16,000
Sell: 9000

Description: A special helm crafted from a unique metal mix, stronger than steel.

Defence: 45

Equipped by: Hero, Yangus

Special: None

Buy: Devil's Gilly

Recipe to Make:

None

Use in Recipes:

None

PHANTOM MASK



Buy: N/A
Sell: 20,000

Description: A mysterious mask that allows the wearer to dodge enemy attacks more easily.

Defence: 40

Equipped by: Angelo

Special: Increases ability to dodge intense attacks.

Obtain: Alchemy only

Recipe to Make:

Phantom mask + dark robe + iron headgear

Use in Recipes:

None

SKULL HELM

Buy: N/A
Sell: 1000**Description:** An iconic helm surrounded by an arm of bones.**Defence:** 40

Equipped by: Yango**Special:** Curves wearer when equipped; weapon's attack power is reduced by 5%**Find:** Ancient Pitsuit (chest), Unknown (chest)**Recipe to Make:**
Skull helm + sun crown + devil's tail**Use in Recipes:**
Sun crown + skull helm + death's breath

SUN CROWN

Buy: 200
Sell: 11000**Description:** A golden sunburst sparkling gem which reflects sunlight at its主人's desire.**Defence:** 32

Equipped by: Hera, Jessica**Special:** Grants increased resistance to Sun and Fire-like attacks.**Obtain:** Alchemy only**Recipe to Make:**
Sun crown + skull helm + sun's ashes**Use in Recipes:**
Skull helm + sun crown + devil's tail
Temple of rebirth + sun crown + rough sawdust + metal base note

METAL KING HELM

Buy: N/A
Sell: 8000**Description:** The ultimate helm boasting strong resistance to a variety of attacks.**Defence:** 65

Equipped by: Hera, ranger, Jessica, Angelo**Special:** Increases resistance to Whirl, Swoosh, Fuddle, and Huffle-type attacks.**Given:** From Princess Miner (90 medals)**Recipe to Make:**
None**Use in Recipes:**
None

ACCESSORIES

STRENGTH-RING

Buy: N/A
Sell: 1000**Description:** A magical ring that increases the wearer's attack power.**Attack:** +5**Equipped by:** Hera, Yango, Jessica, Angelo**Special:** None**Find:** Aranita (cabinet)**Given:** Monster Area Prize (Rank C)**Obtain:** Mudify hand**Recipe to Make:** Strength ring + prayer ring + seed of strength**Use in Recipes:**
Heron's beak + cypress stick + cypress stick + strength ring
Twin hobs + leather tab + strength ring
Poker shield + magic shield + strength ring + rum cheese
Mighty amulet + strength ring + titan belt

TOUGH GUY TATTOO

Buy: 2400
Sell: 1000**Description:** A removable tattoo with a strengthen attack power when worn.**Attack:** +6**Equipped by:** Hera, Yango, Jessica, Angelo**Special:** None**Buy:** Argon (during after battle)**Find:** Basement Repair chest**Obtain:** Hoodien, Trif, Biblical Anchorman**Recipe to Make:**
None**Use in Recipes:**
Edam apple + sugar guy tattoo + stem earrings + agility ring
Tentacle + tentacle + sun crown + tough guy tattoos + magic, beast herb
Holy bismarck + sugar guy tattoo + gold trinket + holy water

TEMPLAR CAPTAIN'S RING

Buy: 500
Sell: 1000**Description:** The sign of the Templar. Recently "designed" by Marcello.**Attack:** +10 **Wisdom:** +5**Equipped by:** Hera, Yango, Jessica, Angelo**Special:** Cannot be sold or dropped.**Given:** From Marcello in New (after certain events)**Recipe to Make:**
None**Use in Recipes:**
None

TITAN BELT

Buy: N/A
Sell: 1000**Description:** A magical belt that increases the wearer's attack power.**Attack:** +8**Equipped by:** Hera, Yango, Jessica, Angelo**Special:** None**Token Trade:** Phoenix (1500 tokens)**Find:** Ancient chest, Aranita Repair chest**Obtain:** Cuckooer, Skeleton soldier, Jackal riper, Coleen, volatiles**Recipe to Make:**

Titan belt + leather tab + strength ring

Use in Recipes:
Mighty amulet + strength ring + titan belt

MIGHTY ARMLET

Buy: N/A
Sell: 1000**Description:** A magic di-blade that increases the power of its wearer's attacks.**Attack:** +15**Equipped by:** Hera, Yango, Jessica, Angelo**Special:** None**Given:** Monster Area Prize (Rank D)**Find:** Infused Pitstop chest**Obtain:** Stone gauntlets**Recipe to Make:**

Mighty amulet + strength ring + gem belt

Use in Recipes:
Dragon slayer + dragonbane + mighty amulet
Ober war hammer + war hammer + mighty amulet
Gigant immure + beast mail + mighty amulet + mighty amulet

ARGON RING

Buy: N/A
Sell: 1000**Description:** A kegape iron hero's parents.**Attack:** +10 **Agility:** +10**Equipped by:** Hera, Yango, Jessica, Angelo**Special:** Cannot be sold or dropped.**Given:** Unknown...**Recipe to Make:**
None**Use in Recipes:**
None

LADY'S RING



Buy: N/A
Sell: N/A

Description: An elegant and expensive ring made with white gold.

Defence: 2

Equipped by: Hero, Yngvar, Jevana, Angelo

Special: Cannot be sold or discarded.

Find: Aventurine (on ground)

Recipe to Make:

Name:

Use in Recipes:

Name

GOLD BRACER



Buy: 300
Sell: 120

Description: A pure gold bangle that increases the wearer's defence.

Defence: 5

Equipped by: Hero, Yngvar, Jevana, Angelo

Special: None

Buy: Aventurine (dug from barrows)

Given: Petty

Find: Indian Castle (Ring), Arcadia (cabinet)

Obtain: Forging Fox, Chalice, Daunging, Gandybox, Deathbox, Gold potion, Lesser Shrine, Human matcho

Recipe to Make: None

Use in Recipes:

Shimmering sheet + spangled dress + gold bracer + robe of protection
Life bracer + gold bangle + recovery ring

SLIME EARRINGS



Buy: 400
Sell: 200

Description: Ears earrings in the shape of slimes.

Defence: 1

Equipped by: Hero, Yngvar, Jevana, Angelo

Special: None

Buy: Preceptor Coat, Accolade

Find: Aventurine (chest)

Obtain: Slimy-Arm Poppettes, Slimy Knight, Metal-slime knight, Ring-slime, Magic - turquoise

Recipe to Make: None

Use in Recipes:

Falum-knife + magi-guy tattoo + stone earrings + lightning ring

LIFE BRACER



Buy: N/A
Sell: 2000

Description: A beautiful silver bracelet that increases the wearer's maximum health by 50.

Defence: 5

Equipped by: Hero, Yngvar, Jevana, Angelo

Special: +10 HP +50

Obtain: Dark祝福

Recipe to Make:
Life-bracer + gold bangle + recovery ring

Use in Recipes:
Life-bracer + mordred sword + life-bracer
Staff of resurrection + viggdrasil leaf + rare staff + life-bracer

PRAYER RING



Buy: 5000
Sell: 2000

Description: A ring that restores some of the wearer's MP when used on it.

Defence: 5

Equipped by: Hero, Yngvar, Jevana, Angelo

Special: Restores 20-50 MP when used, but uses MP

Buy: Argentite vein during battles from predator or hills

Find: W. Argonia (chest), Black Crystal chest, F. Argonia (chest)

Token Trade: Radiance (1000 tokens)

Obtain: Gobulus' High roller

Recipe to Make: Prayer ring + gold ring + seed of magic

Use in Recipes:

Mage-armour + fullplate armour + prayer ring + robe of protection
Mace, shield + steel shield + prayer ring + robe of protection
Strength ring + prayer ring + seed of strength
Fortifying ring + prayer ring + seed of life
Ride of protection + prayer ring + seed of defence
Agility ring + prayer ring + seed of agility

GOSPEL RING



Buy: N/A
Sell: 1000

Description: A helping hand that heals the user or monsters when worn.

Defence: 5

Equipped by: Hero, Yngvar, Jevana, Angelo

Special: Non-holy monsters will not attack while worn. Can also be used as a discarding.

Given: Non-Trade open - completion of Deafened Monsters - 10

Recipe to Make: None

Use in Recipes:

Name

TEMPLAR'S RING



Buy: N/A
Sell: N/A

Description: A ring engraved with a templar symbol which Angeleno gave to Jevana

Defence: 5

Equipped by: Hero, Yngvar, Jevana, Angelo

Special: Cannot be sold or discarded.

Given: From Angelo in Semettem after certain events

Recipe to Make:

Name

Use in Recipes:

Name

DRAGON SCALE



Buy: N/A
Sell: 100

Description: A warrior's lucky charm, made from a hand-worked dragon scale.

Defence: 5

Equipped by: Hero, Yngvar, Jevana, Angelo

Special: None

Find: Royal Hunting Ground (chest), Dark Ruins (chest), Arcadia (valley), Dark Ironworks (open), Deepwood (chest)

Obtain: Marksmanship, Frost weapon, Daunging, Teleportation, Frost, Frostbreaker, Sunbeam

Recipe to Make: None

Use in Recipes:
Dragon shield + steel shield + dragon scale
Scale mail + leather armor + dragon scale
Dragon mail + steel mail + dragon scale + dragon scale
Scale shield + leather shield + dragon scale + dragon scale
Dragon shield + steel shield + dragon scale + dragon scale

GARTER



Buy: N/A
Sell: 200

Description: Protection underwear for valiant ladies.

Defence: 5

Equipped by: Jevana

Special: None

Find: Red's Den (chest), Trident Castle (valley), National Coliseum

Obtain: Worth, Darkturkey (flock)

Recipe to Make: None

Use in Recipes:
Eric's bow + hunter's bow + garter

FISHNET STOCKINGS



Description: A pair of fishnet stockings. Perfect for healing gear.
Defense: 8
Equipped by: Jessica
Special: Changes Jessica's appearance when worn with bunny ears and bunny tail.
Given: From Princess Minnie (50 medals)
Obtain: As queen
Recipe to Make: None
Use in Recipes: Elevating shoes = fluffy toe + fishnet stockings

GOLD RING



Description: A ring that shields increases the wearer's defense.
Defense: 10
Equipped by: Hero, Yangu, Jessica, Angelo
Special: None
Buy: Argos (during after-hour)
Find: Premium Region / Chests / Recruit's宝箱
Obtain: Deaths, Night emperor, Gold golem, Ghoul, Bloody hand
Recipe to Make: None
Use in Recipes: Prayer ring = gold ring + seed of magic Ring of truth = confidence spear + gold ring Ring of immunity = poison needle + gold ring Fist monkey ring = poison needle + knife + gold ring Ring of awakening = dream blade + gold ring Ring of clarity = fallen angel spear + gold ring

RING OF TRUTH



Description: A ring that makes the wearer resistant to bludgeon attacks.
Defense: 10
Equipped by: Hero, Yangu, Jessica, Angelo
Special: Weather + more resistant to bludgeon attacks.
Find: Dark Godbird's Eye / Chest
Recipe to Make: Ring of truth = sandstorm spear + gold ring
Use in Recipes: Goddess ring = ring of truth + ring of immunity + full moon ring

RING OF IMMUNITY



Description: A ring that makes the wearer resistant to poison-type attacks.
Defense: 10
Equipped by: Hero, Yangu, Jessica, Angelo
Special: Weather + more resistant to poison-type attacks.
Obtain: Alchemy only
Recipe to Make: Ring of immunity = poison needle + gold ring
Use in Recipes: Catharsis ring = ring of truth + ring of immunity + full moon ring

HOLY TALISMAN



Description: A blessed talisman that increases the wearer's resistance to hidden-dream spells.
Defense: 10
Equipped by: Hero, Yangu, Jessica, Angelo
Special: Weather + more resistant to hidden-dream spells.
Obtain: Alchemy only
Recipe to Make: Holy talisman = holly guy Gobbo + holy water
Use in Recipes: Holy silver rapier = Tempest's sword + holy talisman Zombie slayer = commando + holy talisman

FULL-MOON RING



Description: A ring that makes the wearer resistant to various attacks.
Defense: 10
Equipped by: Hero, Yangu, Jessica, Angelo
Special: Weather + more resistant to various-type attacks.
Obtain: Tempskin
Recipe to Make: Full moon ring = poison moth ant + gold ring
Use in Recipes: Catharsis ring = ring of truth + ring of immunity + full moon ring

RING OF AWAKENING



Description: A ring that makes the wearer resistant to sleep attacks.
Defense: 10
Equipped by: Hero, Yangu, Jessica, Angelo
Special: Weather + more resistant to sleep attacks.
Obtain: Alchemy only
Recipe to Make: Ring of awakening = dream blade + gold ring
Use in Recipes: Scholar's specs = ring of awakening + ring of clarity + seed of wisdom

RING OF CLARITY



Description: A ring that makes the wearer resistant to explosive attacks.
Defense: 10
Equipped by: Hero, Yangu, Jessica, Angelo
Special: Weather + more resistant to explosive attacks.
Given: Monster Alpha Prize Blank D
Recipe to Make: Ring of clarity = fallen angel spear + gold ring
Use in Recipes: Scholar's specs = ring of awakening + ring of clarity + seed of wisdom

RECOVERY RING



Description: A wonderful ring that gradually restores HP as the wearer walks around.
Defense: 10
Equipped by: Hero, Yangu, Jessica, Angelo
Special: Weather regens HP while walking in field and dungeon areas.
Find: Radiant Tower chest
Obtain: Radiant chest
Recipe to Make: Recovery ring = power ring + seed of life
Use in Recipes: Life fraser = gold heart + recovery ring Godless vine = recovery ring + radiance

CATHOLICON RING

Buy: N/A
Sell: 10,000**Description:** A ring that induces the wearer to sleep for a period of time.**Defence:** +5**Equipped by:** Hera, Yangus, Jessica, Angelo**Special:** Wearer is more resistant to Sleep, Fuddle, Dazzle, poison and paralyzing attacks.**Obtain:** Alchemy only**Recipe to Make:**

Catholicon ring = ring of mud + ring of immunity + full moon reg

Use in Recipes:

None

RUBY OF PROTECTION

Buy: 200
Sell: none**Description:** A beautiful ruby that increases the wearer's defense.**Defence:** +8**Equipped by:** Hera, Yangus, Jessica, Angelo**Special:** None**Buy:** Argentia (during After Hours)**Find:** Lazarus (chest), Grotto (pool)**Obtain:** Living statue, Hesum bird**Recipe to Make:**

Ruby of protection = prayer ring + seed of defense

Use in Recipes:Magic source = hit plane mirror + prayer ring + ruby of protection
Shameless dress = spanked dress + gold lantern + ruby of protection
Magic shield = shield shield + prayer ring + ruby of protection

BUNNY TAIL

Buy: 50
Sell: 5**Description:** A soft and comfortable accessory.**Agility:** +2**Equipped by:** Hera, Yangus, Jessica, Angelo**Special:** None**Buy:** Argentia (during After Hours)**Find:** Motha Region (chest), Pasham (cabinet), Recorer (cabinet)**Obtain:** Unicorn, Skipper, Spiky Fair, Night Weaver - Dark edition - Sea Angel**Recipe to Make:** None**Use in Recipes:**Bunny ear = coqueta + bunny tail
Bunny suit = sh. boxer + bunny tail

ELEVATING-SHOES

Buy: N/A
Sell: 50**Description:** Wear them for a tall, towering experience.**Agility:** +5**Equipped by:** Hera, Yangus, Jessica, Angelo**Special:** Wearer gains EXP while walking in field and dungeon areas.**Obtain:** Liquid metal slime, Hell hopper**Recipe to Make:**

Elevating shoes = happy hat + fishnet stockings.

Use in Recipes:

Happy hat = feathered cap + elevating shoes

DEVIL'S TAIL

Buy: 200
Sell: 100**Description:** The tail of a demon surrounded by an air of danger.**Agility:** +16**Equipped by:** Hera, Yangus, Jessica, Angelo**Special:** Causes damage when equipped. Wearer's resistance to spell damage and effects is lowered.**Buy:** Unknown.**Find:** Argone (chest), Herb Grotto (chest), World in Darkness (chest)**Obtain:** Tap devil, Demon thunder, Caped emperor**Recipe to Make:** None**Use in Recipes:**
Fallen angel rapier = lily silver rapier + devil's tail + wing of bat
Double-bladed sword = lily double-edge + devil's tail
Demon spear = battle lance + poison needle + devil's tail
Hog knife = impaler dagger + devil's tail**Leather whip = devil's tail + sam's ashes****Ornate whip = wavy whip + devil's tail****Ring mace = cloak of evasion + devil's tail + wing of bat****Zinbin mail = platinum mail + devil's tail****Ramson shield = metal long shield + devil's tail****Thundershield = golden shield + devil's tail****Fluster helmet = crystal helmet + devil's tail****Skin helmet = sun crown + devil's tail****Skull ring = devil's tail + spores ring**

METEORITE-BRACER

Buy: 75
Sell: 200**Description:** A mystical bracer that allows the wearer to move at a blinding speed.**Agility:** +50**Equipped by:** Hera, Yangus, Jessica, Angelo**Special:** None**Given:** From Process Miner (10 medals)**Recipe to Make:**

Metacore bracer = agility ring + agility ring + orchidium

Use in Recipes:

Uber leaper blade = elation blade + meteorite bracer

AGILITY RING

Buy: N/A
Sell: 0**Description:** A magical ring that increases the wearer's agility.**Agility:** +15**Equipped by:** Hera, Yangus, Jessica, Angelo**Special:** None**Token Trade:** flickers (100 tokens)**Find:** Kingdom of Awesomeness (chest), Blackard Palace (chest), Melon of the Gods (chest)**Recipe to Make:**

Agility ring = prayer ring + seed of agility

Use in Recipes:

Fallen knife = tough guy tanto + stone earnings + agility ring

Molotov + voodoo = bananas + agility ring

Metastrike bracer = eggy ring + agility ring + melonius

ITEMS

ACCESORIES

179

SKULL RING



Buy: N/A
Sell: 125

Description: An eerie ring surrounded by a swirl of danger.
Agility: +10

Equipped By: Hanzo, Bestia, Angeli

Special: Curses wearer when equipped. Weaker's Max MP is reduced by 1/2.

Find: Agimus' chest

Obtain: Witchking

Recipe to Make:
Skull ring + devil's tail + sorcerer's ring

Use in Recipes:
Sorcerer's ring + skull ring + saint's ashes + saint's bones

GOLD ROSARY



Buy: 500
Sell: 290

Description: A pure gold chain that always increases the wearer's strength.

Wisdom: +15

Equipped By: Hanzo, Yangzi, Jessica, Angeli

Special: None

Buy: Skulls Cathedral. Necro.

Find: Necro's lair

Obtain: Tortured soul

Recipe to Make: None

Use in Recipes:
Holy tome + long spear + gold rosary
Painless robe + shimmering gloves + angel's robe + gold rosary
Holy ultiman + tragic guy tattoo + gold rosary + holy water

SORCERER'S RING



Buy: N/A
Sell: 1250

Description: A magical ring that increases the wearer's maximum MP by 10 points.

Wisdom: +10

Equipped By: Hanzo, Yangzi, Jessica, Angeli

Special: Max MP +30.

Obtain: Alchemy only

Recipe to Make:
Sorcerer's ring + skull ring + saint's ashes + saint's bones

Use in Recipes:
Skull ring + devil's tail + sorcerer's ring

SCHOLAR'S SPECS



Buy: 2700
Sell: 1500

Description: A pair of spectacles that make the wearer appear more intelligent.

Wisdom: +15

Equipped By: Hanzo, Yangzi, Jessica, Angeli

Special: None

Buy: Agimus' shop (after hours)

Find: Necro's lair

Obtain: Mummy, Puppet master, Necro reaper, Sea dragon

Recipe to Make:

Scholar's specs + ring of awareness + ring of clarity + seal of wisdom

Use in Recipes:
Scholar's cap + magical hat + scholar's spine

GODDESS RING



Buy: N/A
Sell: 25,500

Description: A wonderful ring that gradually restores MP to the wearer (walks around).

Wisdom: +20

Equipped By: Hanzo, Yangzi, Jessica, Angeli

Special: Weaker regains MP while walking in trees and dungeon areas. Weaker is resistant to Shoot, Fuddle, and Paralyse-type attacks.

Obtain: Alchemy only

Recipe to Make:
Goddess ring + memory ring + orchidatum

Use in Recipes:
None

WEAPONS

There are 11 different types of weapons in *Dragon Quest VIII*. Each character can equip any of the weapons their skill sets give them access to, with the exception of flails, which are rare weapons for Yangus that are not associated with a particular skill set. Weapons are listed by type in order of their attack value. Attack power is important, but keep in mind that certain weapons have special traits that may make them much more powerful than their attack value suggests! Check the special field to see which weapons can hit multiple targets, strike multiple times, apply status effects to their targets or cast spells when used in combat!

JESSICA & SWORDS

Jessica can use swords after allocating 10 points to her Knife skill.

ITEMS

SWORDS

SWORDS

CYPRESS STICK



Buy: 10
Sell: 1

Description: A simple wooden stick carved from a sturdy cypress branch.
Attack: 1
Equipped by: Hero
Special: None
Buy: Ferdyw; Fergon (Duty)
Find: Ferdyw's cabinet chest
Obtain: Captain Lamp mage
And magus

Recipe to Make:

None

Use in Recipes:

Iron lance = cypress stick + dagger
Long spear = cypress stick + cypress stick + iron lance
Stone axe = cypress stick + stone maul
Hunter's bow = cypress stick + cypress stick + strengthening

SOLDIER'S SWORD



Buy: N/A
Sell: 5

Description: A cheap sword given to future guardians of Ironstar Castle.
Attack: 4
Equipped by: Hero
Special: None
Received: Hero's starting equipment
Obtain: Skeleton, Lethal armor

Recipe to Make:

None

Use in Recipes:

None

STONE SWORD



Buy: N/A
Sell: N/A

Description: A rather dull-looking sword carved from stone.
Attack: 12
Equipped by: Hero, Jessica
Special: Increases skill or strength
Received: From townspeople in Arreia

Recipe to Make:

None

Use in Recipes:

None

COPPER SWORD



Buy: 270
Sell: 156

Description: A widely used sword made out of copper.
Attack: 15
Equipped by: Hero, Jessica
Special: None
Buy: Ferdyw; Aleksander
Find: Waterfall Cave (chest)
Obtain: Cupidham Inn, Hawk man, Remondos

Recipe to Make:

Copper sword = ferdyw knife + brontos knife

Use in Recipes:

None

RAPIER



Buy: 300
Sell: N/A

Description: A cooled sort of sword with an extremely narrow blade.
Attack: 18
Equipped by: Angela
Special: None
Buy: Serevren
Find: Angelo's shining equipment
Obtain: Night Fox, Pupukas, Magi, vambrace

Recipe to Make:

None

Use in Recipes:

None

STEEL BROADSWORD



Buy: 2000
Sell: 1080

Description: A sturdy sword made from steel.
Attack: 25
Equipped by: Hero, Jessica
Special: None
Buy: Ascentia, Frikkin
Find: Kingdom of Ascentia (chest)
Obtain: Bon, Iron mug, Inferno gear, Blueberry souffle, Gorgon, Schenckwick, Key, Milling machine, Smoky plantation

Recipe to Make:

None

Use in Recipes:

None

TEMPLAR'S SWORD

Recipe to Make:

None

Use in Recipes:

Holy silver rapier = Templar's sword + holy talisman

Buy: N/A
Sell: 10K

Description: A copper curved sword. Templar kniffs is a segment of their blade.

Attack: 50

Equipped by: Angelo

Special: None

Find: Trodum Castle (chest)

Obtain: Phammar Fencer, Volepone

FALCON BLADE

Recipe to Make:

None

Use in Recipes:

Silver falcon blade = falcon blade + meteorite bracer

Buy: N/A
Sell: 30K

Description: A sword capable of cleaving paths in rapid succession. Used by a falcon in flight.

Attack: 50

Equipped by: Hero, Jessica* Argyle

Special: Attacks twice

Taken Trade: Recruit (10,000) tokens

RUSTY OLD SWORD

Recipe to Make:

None

Use in Recipes:

Rusty old sword = liquid metal sword + muddy mixture + rawpa

Buy: N/A
Sell: 10K

Description: Once a regalians blade. Now just a rusty and chipped old sword.

Attack: 45

Equipped by: Hero, Jessica*

Special: Increases size of damage.

Find: Trodum Castle (chest)

Obtain: Invisible Vandemon

HOLY SILVER RAPIER

Recipe to Make:

Holy silver rapier = templar's sword + holy talisman

Buy: 1500
Sell: 3500

Description: A rapier forged from silver consecrated by the church.

Attack: 50

Equipped by: Angelo

Special: None

Buy: Silver Cathedral, Nexus

Find: Blizzard Peaks (chest)

ZOMBIESBANE

Recipe to Make:

None

Use in Recipes:

Zombie slayer = zombiesbane + holy talisman

Buy: N/A
Sell: 300

Description: A holy sword created for saving zombies and other undead creatures.

Attack: 50

Equipped by: Hero, Jessica*

Special: Deals additional damage to zombie-type enemies.

Buy: Argyle (during after bazaar)

ÜBER FALCON BLADE

Recipe to Make:

Über falcon blade = falcon blade + meteorite bracer

Buy: N/A
Sell: 2000

Description: An improved version of the falcon blade, but with a sharper edge.

Attack: 55

Equipped by: Hero, Jessica*

Special: Attacks twice

Obtain: Alchemy only

DREAM BLADE

Recipe to Make:

None

Use in Recipes:

Ring of awakening = dream blade + gold ring

Buy: 400
Sell: 1000

Description: A magical sword that can occasionally kill enemies to sleep.

Attack: 50

Equipped by: Hero, Jessica*

Special: Sometimes immobilized enemies to sleep. When used in combat, has lesser spell effects.

Buy: Melior's Lair, Nexus (Grand Chapin, Nexus and Puddin in Nexus after certain events)

Obtain: Dark Starkey

PLATINUM SWORD

Recipe to Make:

None

Use in Recipes:

None

Buy: N/A
Sell: 1000

Description: A beautiful and expensive sharp sword forged from pure platinum.

Attack: 40

Equipped by: Hero, Jessica*

Special: None

Find: Unrestored Island in Southern Cross (chest)

Obtain: Hell godster

FALLEN ANGEL RAPIER

Recipe to Make:

Fallen angel rapier = fallen angel rapier + mercury's bandana + mercury's horcrux

Buy: N/A
Sell: 1000

Description: A magical rapier that can confuse the targets it strikes.

Attack: 50

Equipped by: Angelo

Special: Sometimes confuses marked enemies.

Obtain: Alchemy only

BASTARD SWORD

Buy: 8000
Sell: 4000



Description: A one-handed sword with a long blade that inflicts serious damage thanks to its weight.

Attack: 6

Equipped by: Hero, Jessie*

Special: None

Buy: Auction

Obtain: Fewfighter, Rightwing

Recipe to Make:
None

Use in Recipes:
Blizzard blade = bastard sword + icicle disk + cold cheese

ZOMBIE SLAYER

Buy: 1000
Sell: 500



Description: A 5-hilt sword that is an improved version of the zombiebane.

Attack: 10

Equipped by: Hero, Jessie*

Special: Deals additional damage to zombie type monsters

Obtain: Alchemy only

Recipe to Make:
Zombie slayer = zombiebane + link's falchion

Use in Recipes:
None

DRAGONSBAKE

Buy: 1500
Sell: 800



Description: A forged steel sword capable of slicing through stone.

Attack: 12

Equipped by: Hero, Jessie*

Special: Deals additional damage to dragon monsters

Buy: Orkuras, Tyran Gally

Recipe to Make:
None

Use in Recipes:
Dragon slayer = dragonsbane + mighty axmet

ITEMS

WORLDS

DOUBLE-EDGED SWORD

Buy: N/A
Sell: 2000



Description: An elongated sword surrounded by an air-blaster.

Attack: 76

Equipped by: Hero, Jessie*

Special: Curves vicious when equipped; deals damage in winter when winter damages a lot.

Find: Princess Minnie's Castle (mod)

Recipe to Make:
Double-edged sword = über double-edge + devil's tail

Use in Recipes:
Über double-edge = double-edged sword + saint's ashes + saint's bones

ÜBER DOUBLE-EDGE

Buy: N/A
Sell: 3750



Description: The double-edged sword purged of its curse and reborn as an even more powerful blade.

Attack: 18

Equipped by: Hero, Jessie*

Special: Deals additional damage to冰霜魔女 when it's struck.

Obtain: Alchemy only

Recipe to Make:
Über double-edge = double-edged sword + saint's ashes + saint's ashes

Use in Recipes:
Double-edged sword = über double-edge + devil's tail

MERCURY'S RAPIER

Buy: 1000
Sell: N/A



Description: A master rapier that allows user to move with unusual agility.

Attack: 70

Equipped by: Angel

Special: Ability to do white equipped.

Buy: Impytaus, Dark Empyreum

Recipe to Make:
Mercury's rapier = fallen angel's blade + Mercury's bandana + Mercury's bandana

Use in Recipes:
None

MIRACLE SWORD

Buy: N/A
Sell: 1000



Description: An enchanted blade that instantly cures all your HP away. Limited strains are strong.

Attack: 100

Equipped by: Hero, Jessie*

Special: Regenerates a percentage of damage dealt to HP*

Received: From Princess Minnie (mod)

Recipe to Make:
None

Use in Recipes:
Über miracle sword = miracle sword + life blaster

DRAGON SLAYER

Buy: N/A
Sell: 2000



Description: A forged steel sword that is an improved version of the dragonsbane.

Attack: 12

Equipped by: Hero, Jessie*

Special: Deals additional damage to dragon monsters

Obtain: Alchemy only

Recipe to Make:
Dragon slayer = dragonsbane + mighty axmet

Use in Recipes:
None

BLIZZARD BLADE

Buy: 2000
Sell: 1000



Description: An enchanted ice sword whose blade contains 2x power of a mighty axmet.

Attack: 90

Equipped by: Hero, Jessie*

Special: Deals additional ice based damage to targets.

Buy: RyzeGalle

Recipe to Make:
Blizzard blade = bastard sword + icicle disk + cold cheese

Use in Recipes:
None

ÜBER MIRACLE SWORD

Buy: n/a
Sell: 1000**Description:** An unpolished version of the miracle sword with a more powerful enchantment and a bit sharper blade.**Attack:** 95**Equipped by:** Hero, Jessica**Special:** Reverses higher presenter of damage dealt as 10%**Obtain:** Alchemy only**Recipe to Make:**
Über miracle sword = miracle sword + life bracelet**Use in Recipes:**
None

HELL SABRE

Buy: n/a
Sell: 2000**Description:** A narrow-bladed weapon with a devilishly sharp blade.**Attack:** 99**Equipped by:** Angelo**Special:** None**Find:** Truly Macabre**Recipe to Make:**
None**Use in Recipes:**
None

SHAMSHIR OF LIGHT

Buy: n/a
Sell: n/a**Description:** A mysterious weapon that extends a special blade of light + battle.**Attack:** 110**Equipped by:** Angelo**Special:** None**Obtain:** Alchemy only**Recipe to Make:**
Shamshir of light = rare staff + light shield + shimmering dress**Use in Recipes:**
None

SPEARS

Liquid Metal Sword

Buy: n/a
Sell: 800**Description:** An extremely hard blade silver-like sword to inflict massive amounts of damage.**Attack:** 78**Equipped by:** Hero, Jessica, Angelo**Special:** Deals 2x units of damage to metal creatures**Obtain:** Alchemy only**Recipe to Make:**
Liquid metal sword = rusty old sword + slime creature + mithrilism**Use in Recipes:**
Rusty old sword = liquid metal sword + modifying mixture + copper

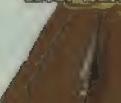
Iron Lance

Buy: 750
Sell: 400**Description:** An iron spear of the kind commonly found throughout the world.**Attack:** 24**Equipped by:** Hero**Special:** None**Buy:** Petrified Prospect, Petrified Gaze,
Obtain: Petrified, Petrified Scorpion, Petrified Anchor, Petrified Scorpion**Recipe to Make:**
Iron lance = cypress stick + dagger**Use in Recipes:**
Long spear = cypress stick + cypress stick + iron lance

Long Spear

Buy: 1000
Sell: n/a**Description:** A long and heavy spear.**Attack:** 80**Equipped by:** Hero**Special:** None**Buy:** Simploton
Obtain: Orc King, Oidianian scorpion**Recipe to Make:**
Long spear = cypress stick + cypress stick + mithrilism**Use in Recipes:**
Holy lance = long spear + gold rotary

Holy Lance

Buy: 2700
Sell: 1000**Description:** A holy spear that has removed the blinding of the Gossamer.**Attack:** 50**Equipped by:** Hero**Special:** None**Buy:** Petrifikum**Obtain:** Bone-lattice, Gossamer**Recipe to Make:**
Holy lance = long spear + gold rotary**Use in Recipes:**
None

Battle Fork

Buy: n/a
Sell: 3100**Description:** An enormous fork that is used in battles on the ground's former state!**Attack:** 48**Equipped by:** Hero**Special:** None**Find:** Argonia (sheath)**Obtain:** Archdeamon, Belial**Recipe to Make:**
None**Use in Recipes:**
Demon spear = battle fork + poison needle + devil's tail

Partisan

Buy: 4000
Sell: 1000**Description:** A large spear that is used for cutting at enemies.**Attack:** 140**Equipped by:** Hero**Special:** None**Buy:** Argonia, Saefle Cathedral**Recipe to Make:**
None**Use in Recipes:**
Sandstorm spear = partisan + saint's ashes

SANDSTORM SPEAR

Buy: N/A
Sell: 1000



Description: A spear that causes a沙尘暴 (sandstorm). After used as an item during combat.

Attack: 12

Equipped by: Hero

Special: When used in combat may hit all enemies with a blade spell effect.

Obtain: Alchemy only

Recipe to Make:
Sandstorm spear = partner + sand particles

Use in Recipes:
Ring of truth - sandstorm spear + gold ring

DEMON SPEAR

Buy: N/A
Sell: 1000



Description: A spear that kills creatures if it hits the enemy's health.

Attack: 36

Equipped by: Hero

Special: May kill the enemy with a single hit.

Obtain: Alchemy only

Recipe to Make:
Demon spear = battle fork + poison needle + devil's tail

Use in Recipes:
None

HERO SPEAR

Buy: N/A
Sell: 1000



Description: A wooden spear that restores some of its wielder's HP when used in combat.

Attack: 100

Equipped by: Hero

Special: Recovers a percentage of damage dealt as HP.

Obtain: Minotaur Arena Prize (Rank A)

ITEMS

BOOMERANGS

METAL KING SPEAR

Buy: N/A
Sell: 1000



Description: The most powerful spear capable of penetrating almost any material.

Attack: 120

Equipped by: Hero

Special: None

Find: Unknown chest

Recipe to Make:
None

Use in Recipes:
Metal wing boomerang + metal king spear + razor wing boomerang

BOOMERANG

Buy: 420
Sell: 100



Description: A throwing weapon capable of hitting multiple enemies in an arc.

Attack: 10

Equipped by: Hero

Special: Inf. all enemies

Buy: Fortifying Alchemist

Find: Program Quay chest

Obtain: Spinifex, Yabbi

Recipe to Make:
None

Use in Recipes:
Reinforced boomerang = boomerang + iron nail

EDGED BOOMERANG

Buy: 1500
Sell: 1000



Description: A metal boomerang with knife-like edges.

Attack: 15

Equipped by: Hero

Special: Inf. all enemies

Buy: Fortifying Alchemist

Find: Okinawa chest

Obtain: Bark star, Coopree

Recipe to Make:
None

Use in Recipes:
Razor wing boomerang = edged boomerang + steel scythe + wing of bat
Spiked armour = edged boomerang + magic armour

REINFORCED BOOMERANG

Buy: N/A
Sell: 1000



Description: A slightly improved version of the boomerang.

Attack: 32

Equipped by: Hero

Special: Inf. all enemies

Obtain: Alchemy only

Recipe to Make:
Reinforced boomerang = boomerang + iron nail

Use in Recipes:
None

RAZOR WING BOOMERANG

Buy: 1000
Sell: 1000



Description: A boomerang with extremely sharp steel edges.

Attack: 42

Equipped by: Hero

Special: Inf. all enemies

Buy: Argonite Refining Refinery

Obtain: Gryphon

Recipe to Make:
Razor-wing boomerang = edged boomerang + steel scythe + wing of bat

Use in Recipes:
Metal wing boomerang = metal king spear + razor wing boomerang

SWALLOWTAIL

Buy: 5000
Sell: 1000



Description: A boomerang having a multi-blade swallowtail.

Attack: 15

Equipped by: Hero

Special: Inf. all enemies

Buy: Arcane Orkut

Recipe to Make:
None

Use in Recipes:
Raimbow boomerang = swallowtail + flame shield

FLAMETANG BOOMERANG



Buy: N/A

Sell: 72%

Description: A boomerang with the power of the inferno.**Attack:** 10**Equipped by:** Hero**Special:** Hit all enemies**Find:** 6 Arguna shards**Recipe to Make:**

Flametang boomerang = scaldstar + flame shield

Use in Recipes:

Flame shield = flametang boomerang + mage shield

METAL WING BOOMERANG



Buy: N/A

Sell: 100%

Description: A special boomerang optimized for damage over metal enemies.**Attack:** 10**Equipped by:** Hero**Special:** Hit all enemies. Deals damage to metal type enemies more easily.**Obtain:** Robbery perk**Recipe to Make:**

Metal wing boomerang = metal key spear + sash wing boomerang

Use in Recipes:

None

AXES

STONE AXE



Buy: 55%

Sell: 20%

Description: An angular primitive stone axe sold in a weapon shop.**Attack:** 10**Equipped by:** Yorgus**Special:** None**Buy:** Archeologist, Fort Prospect
Find: Archeo Regions (best)
Obtain: Head**Recipe to Make:**

Stone axe = copper work + stone hatchet

Use in Recipes:

Stone hatchet = stone axe + copper hat

GOLDEN AXE



Buy: N/A

Sell: 500%

Description: A dull-bladed axe forged from gold.**Attack:** 27**Equipped by:** Yorgus**Special:** None**Obtain:** Archery skills**Recipe to Make:**

Golden axe = iron axe + gold nugget

Use in Recipes:

Meson axe = golden axe + meson's mercy

King axe = golden axe + slime crimson

IRON AXE



Buy: 200%

Sell: 10%

Description: A thick and sturdy axe with a cast iron head.**Attack:** 36**Equipped by:** Yorgus**Special:** None**Buy:** Petham
Find: Arguna (cabine)
Obtain: Berserker, Headless, Tyranobatus**Recipe to Make:**

Iron axe = farmer's scythe + farmer's scythe

Use in Recipes:

Golden axe = iron axe + gold nugget

BATTLE-AXE



Buy: 4000

Sell: 20%

Description: A large axe specially designed for combat.**Attack:** 45**Equipped by:** Yorgus**Special:** None**Buy:** Arguna
Obtain: Zombie gladiator**Recipe to Make:**

None

Use in Recipes:

Bandit axe = battle axe + thief's key

BANDIT AXE



Buy: N/A

Sell: 500%

Description: A large axe of the type typically carried by bandits.**Attack:** 57**Equipped by:** Yorgus**Special:** None**Received:** From Wong, Slave at Petham Slave Market after certain requirements.**Recipe to Make:**

Bandit axe = battle axe + thief's key

Use in Recipes:

Bandit mail = bandit axe + bandit's grass skin + heavy armour

Moon Axe



Buy: N/A

Sell: 10%

Description: A jagged axe in the style of a Crescent moon.**Attack:** 40**Equipped by:** Yorgus**Special:** None**Find:** Arguna (chest)**Recipe to Make:**

Moon axe = golden axe + moon's mercy

Use in Recipes:

None

KING AXE

Buy: 1000
Sell: 1000

Description: An exquisitely crafted axe rarely employed with magical powers.

Attack: 10

Equipped by: Yngus

Special: None

Buy: Olrikst, Irayt, Guly

CONQUEROR'S AXE

Buy: 1000
Sell: 1000

Description: The world's strongest axe once wielded by a barbarian king.

Attack: 105

Equipped by: Yngus

Special: None

Find: Houndstooth Hill in Arada
(Region: Arada)

Recipe to Make:

King axe + golden axe + slime crown

Use in Recipes:

None

ITEMS

CLUB

Clubs

OAKEN CLUB

Buy: 100
Sell: 50

Description: A simple club fashioned from sturdy oak.

Attack: 1

Equipped by: Yngus

Special: None

Received: Yngus starting equipment

Buy: Fasbury, Alessandra

Find: Pergam, Gazy (p0)

Obtain: Alessandra mole, Hammerhead, Kalamari tail

GIGANTIC MALLETS

Buy: 700
Sell: 100

Description: A giant wooden hammer of the sort often carried by muggers as well as lumberjacks.

Attack: 15

Equipped by: Yngus

Special: None

Buy: Fasbury, Alessandra

Find: Arada forest

Obtain: Hammerhead, Browze General, Pink pingo, Abomage, Cyclops

Recipe to Make:

None

Use in Recipes:

None

Recipe to Make:

None

Use in Recipes:

Sledgehammer - gaint mallet + iron helmet + iron leather

SLEDGEHAMMER

Buy: 100
Sell: 50

Description: An enormous hammer made of iron.

Attack: 25

Equipped by: Yngus

Special: None

Buy: Sisypus

Find: Kingdom of Gatrarch (red)

Obtain: Troll

Recipe to Make:

Sledgehammer - gaint mallet + iron helmet + iron leather

Use in Recipes:

None

WAR HAMMER

Buy: 5000
Sell: 5000

Description: A steel hammer specially designed for combat.

Attack: 11

Equipped by: Yngus

Special: None

Buy: Argos, Aluria, Aftermath

ÜBER WAR HAMMER

Buy: 10k
Sell: 1000

Description: An improved version of the war hammer conveying even greater attack power.

Attack: 20

Equipped by: Yngus

Special: None

Obtain: Alchemy only

Recipe to Make:

None

Use in Recipes:

Über war hammer - war hammer + mighty axelotl

MEGATON HAMMER

Buy: 10k
Sell: 5000

Description: A giant hammer that imposes visual changes of Upshift + Visual hit.

Attack: 100

Equipped by: Yngus

Special: Increases stats of crew items

Obtain: Alchemy only

Recipe to Make:

Mington hammer - conqueror's axe + über war hammer + onthulam

Use in Recipes:

None

SCYTHES

FARMER'S SCYTHE



Buy: 900

Sell: 100

Description: A large curvy scythe of the type often used in till grass and straw.

Attack: 26**Equipped by:** Yangu**Special:** None

Buy: Rust Resistant, Potent Guts
Find: Rustic Barn House
Obtain: Iron scythes, Iron Hilt, Iron anchor

Recipe to Make:

None

Use in Recipes:

Iron axe = Farmer's scythe + farmer's scythe

STEEL SCYTHE



Buy: 3700

Sell: 3500

Description: A scythe designed specifically for combat.

Attack: 12**Equipped by:** Yanus**Special:** None

Buy: Rust Resist, Savile Cathedral Helm
Find: None
Obtain: Fallen priest

Recipe to Make:

None

Use in Recipes:

Razor-wing boomerang + edged boomerang + steel scythe + wing of bat
Hell scythe = steel scythe + corona multi knife + Hades' helm

HELL SCYTHE



Buy: 9500

Sell: 9500

Description: An enormous scythe that may gather the energy of states.

Attack: 10**Equipped by:** Yangu**Special:** May paralyse enemies & kill**Buy:** Maka**Recipe to Make:**

Hell scythe + steel scythe + poison multi knife + Hades' helm

Use in Recipes:

None

BARDICHE OF BINDING



Buy: 10/A

Sell: 1000

Description: An encumbering weapon that can impose a target of the ability to cast spells.

Attack: 23**Equipped by:** Yangu

Special: High additional damage to demon enemies. May silence enemies if hit.

Received: Minster Areas Free
• Item ID: 1000

Recipe to Make:

None

Use in Recipes:

None

HEAVY HATCHET



Buy: 7000

Sell: 1000

Description: An enormous battle ax used for cutting down enemies where they stand.

Attack: 10**Equipped by:** Yanus**Special:** None**Buy:** Iron Goli**Recipe to Make:**

None

Use in Recipes:

None

FLAILS

FLAIL OF FURY



Buy: 20/A

Sell: 2000

Description: A power from hell. It has six separate heads, multiple enemies at a single swing.

Attack: 11**Equipped by:** Yangu

Special: His enemies are in a panic. Cannot break or dropped.

Received: Hell's Den (after certain events)

Recipe to Make:

None

Use in Recipes:

None

FLAIL OF DESTRUCTION



Buy: N/A

Sell: 2000

Description: Stomps it's opponent with a power beyond imagination.

Attack: 12**Equipped by:** Yanus**Special:** Kill all enemies

Received: From Yenreis Minn (with metals)

Recipe to Make:

None

Use in Recipes:

None



KNIVES

Poison Needle

Buy: 1500
Sell: 1000

Description:	Capable of killing an enemy with a single well-aimed strike.
Attack:	0
Equipped by:	Jessica
Special:	Allows shots only 1 damage to user, but may kill non-hostiles in a single shot.
Buy:	Second!
Obtain:	Worm wing, Death scorpion

Recipe to Make:
None

Use in Recipes:

Demonic spear = battle fork + poison needle + devil's tail
Assassin's dagger = poison needle + eagle dagger
Ring of immunity = poison needle + gold ring

Bronze Knife

Buy: 150
Sell: 100

Description:	A small knife forged from bronze.
Attack:	0
Equipped by:	Jessica
Special:	None

Buy: 1500
Sell: 1000Recipe to Make:
None

Use in Recipes:

Thief's key = bronze knife + rose nail
Copper sword = bronze knife + bronze knife
Bronze shield = bronze knife + leather shield
Bronze helmet = bronze knife + bronze knife + stone hardhat

Dagger

Buy: 150
Sell: 100

Description:	A long-bladed knife designed for combat.
Attack:	0
Equipped by:	Jessica
Special:	None

Buy: 1500
Sell: 1000Recipe to Make:
None

Use in Recipes:

Iron lantern = cypress stick + dagger

Poison Moth Knife

Buy: 2500
Sell: 4000

Description:	Ferocious blade impregnated with the poison of a moth that can paralyze enemies.
Attack:	20
Equipped by:	Jessica
Special:	May paralyze enemies 4 times
Buy:	Poisonous
Find:	Argo (located)
Obtain:	Hill horner, Ganda beetle

Recipe to Make:
NoneUse in Recipes:
Hell scythe = steel scythe + poison moth knife + staves helm
Hell moose ring = poison moth knife + goss ring

Falcon Knife

Buy: 2200
Sell: 3400

Description:	A ranged dagger that lands its own flightpath to attack twice in rapid succession.
Attack:	20
Equipped by:	Jessica
Special:	Unknown

Buy: 2000
Sell: 3000Recipe to Make:
Falcon knife + tough gun metal + silver carings + apliny ringUse in Recipes:
None

Assassin's Dagger

Buy: N/A
Sell: 1200

Description:	A compact knife made especially for assassins.
Attack:	10
Equipped by:	Jessica
Special:	None

Buy: 1500
Sell: 1200Recipe to Make:
Assassin's dagger + poison needle + eagle daggerUse in Recipes:
Iron lantern = assassin's dagger + devil's tail

Eagle Dagger

Buy: 3000
Sell: 1000

Description:	A short sword with a blade so sharp it can tear an eagle's talons.
Attack:	10
Equipped by:	Jessica
Special:	None
Buy:	Saints Cathedral
Find:	W. Argonach (located)
Obtain:	Ravenscorder, Dyrwood bird

Recipe to Make:
NoneUse in Recipes:
Assassin's dagger = poison needle + eagle dagger

Imp Knife

Buy: N/A
Sell: 1200

Description:	A knife capable of stunning MP from the target it strikes.
Attack:	20
Equipped by:	Jessica
Special:	May absorb MP from enemies you kill

Buy: 1500
Sell: 1200Recipe to Make:
Imp blade + assassin's dagger + devil's tailUse in Recipes:
None

Icicle Dirk

Buy: N/A
Sell: 1000

Description:	A long sword with a blade so sharp it can tear an eagle's talons.
Attack:	10
Equipped by:	Jessica
Special:	Is very difficult to riposte against it. Allows you to summon cold effects on your entire group.

Buy: 1500
Sell: 1000Recipe to Make:
Blizard blade + frostward sword + icicle dirk + cold shield + ice shield + icicle dirk + magic shield

Whips

SWORD BREAKER

Buy: 2500
Sell: 2750

Description:	A special whip with a sword-like structure at the end that can break the bones of an opponent's hand.
Attack:	56
Equipped by:	Iseura
Special:	Hits each enemy in a group.
Buy:	Aradia

Recipe to Make:
NoneUse in Recipes:
None

LEATHER WHIP

Buy: N/A
Sell: 120

Description:	A whip made from animal leather. Capable of hitting multiple enemies in a single lash.
Attack:	9
Equipped by:	Iseura
Special:	Hits each enemy in a group.
Buy:	Aradia

Recipe to Make:
(Leather whip + devil's tail + sun's ashes)Use in Recipes:
NoneSnakeskin whip - leather whip - steel shield
Leather kit - leather whip - bandana

THORN WHIP

Buy: 2500
Sell: 2750

Description:	A whip covered in thorns. Capable of hitting multiple enemies in a single lash.
Attack:	14
Equipped by:	Iseura
Special:	Hits each enemy in a group.
Buy:	Pergamony, Ampleon

Obtain:
Dragonbone, Redleaf, Impaler, SnapdragonRecipe to Make:
NoneUse in Recipes:
None

SNAKESKIN WHIP

Buy: N/A
Sell: 120

Description:	A whip made from snake scales. Capable of hitting multiple enemies in a single lash.
Attack:	15
Equipped by:	Iseura
Special:	Hits each enemy in a group.
Buy:	Eveil, Roson, even!

Recipe to Make:
Snakeskin whip - leather whip - steel shieldUse in Recipes:
Dragontail whip - snakeskin whip - dragon scale - dragon scale

CHAIN WHIP

Buy: 2000
Sell: 1900

Description:	A whip made from dark metal chain. Capable of hitting multiple enemies in a single lash.
Attack:	12
Equipped by:	Iseura
Special:	Hits each enemy in a group.
Buy:	Agonist (farming), after hours, Agnes

Recipe to Make:
NoneHunter's bow - chain whip - shortbow
Chain mail - chain whip - wayfarer's clothes

DRAGONTAIL WHIP

Buy: N/A
Sell: 1000

Description:	A whip made from the bones of a dragon's tail.
Attack:	14
Equipped by:	Iseura
Special:	Hits each enemy in a group.
Buy:	Alchemy may

Recipe to Make:
Dragon's claw - snakeskin whip - dragon scale - dragon scaleUse in Recipes:
None

SPiked STEEL WHIP

Buy: 2500
Sell: 2600

Description:	A powerful whip covered in painful-looking steel bats.
Attack:	12
Equipped by:	Iseura
Special:	Hits each enemy in a group.
Buy:	Orklaak

Find: Red Devil's Horn
Obtain: SnapdragoRecipe to Make:
NoneUse in Recipes:
None

DEMON WHIP

Buy: N/A
Sell: 2000

Description:	A magical whip surrounded by points of danger.
Attack:	10
Equipped by:	Iseura
Special:	Hits each enemy in a group. Causes terrible when enraged, welder is unable to move in first turn of combat.
Buy:	Dark Outlaw's Supply (Iseura)

Recipe to Make:
Demon whip - scourge whip - devil's tailUse in Recipes:
Scourge whip - demon whip - sun's ashes

SCOURGE WHIP

Buy: N/A
Sell: 1000

Description:	A terribly powerful magical whip targeted with explosive force.
Attack:	18
Equipped by:	Iseura
Special:	Hits each enemy in a group.
Buy:	Alchemy only

Recipe to Make:
Scourge whip - demon whip - anti-fatherUse in Recipes:
Demon whip - scourge whip - devil's tail

STAVES

GRINGHAM WHIP



Buy: N/A
Sell: 1000

Description: A legendary whip. Causes all enemies in a range attack.

Attack: 127

Equipped by: Jester, Angler

Special: None

Taken Trade: Baccanal (2000/200)
1600/50

Recipe to Make:

None

Use in Recipes:

None

WIZARD'S STAFF



Buy: 1500
Sell: 1000

Description: Launches tiny fireballs at enemies when used as an item in battle.

Attack: 25

Equipped by: Jester, Angler

Special: When cast in combat, casts a ranged spell for 10-20 points of damage.

Buy: 3000
Find: Wizard's Peak (chest), Ancient
cauldron

Obtain: Lump mangle, Witch Lure
shaman, Lava-wizard, Demonic
incubator, Scion

Recipe to Make:

None

Use in Recipes:

Magma staff = wizard's staff + rockshard dust + rockshard shard

Staff of entomage = wizard's staff + naga staff

LIGHTNING STAFF



Buy: 700
Sell: 1500

Description: Hurls vicious lightning bolts at enemy allies used as an item in battle.

Attack: 25

Equipped by: Jester, Angler

Special: When used in combat, casts a ranged spell for 25-50 points of damage.

Find: W Argus (treasure)

Recipe to Make:

None

Use in Recipes:

None

MAGMA STAFF



Buy: N/A
Sell: 2500

Description: Shoves all enemies with burning magma when used as an item in battle.

Attack: 28

Equipped by: Jester, Angler

Special: When used in combat, casts a ranged spell for 25-50 points of damage.

Obtain: Artery only

Recipe to Make:

Magma staff = wizard's staff + rockshard shard

Use in Recipes:

None

RUNE STAFF



Buy: N/A
Sell: 3000

Description: Raises the defense of all allies when used as an item in battle.

Attack: 10

Equipped by: Jester, Angler

Special: When used in combat, casts a buff to raise the defensive of all party members.

Taken Trade: Phantasm (5000/
1000)

Find: Phantom (chest)

Obtain: Night priest

Recipe to Make:

None

Use in Recipes:

Shambler of Eight = rune staff + light shield + shimmering dress

Staff of antimagic = wizard's staff + naga staff

Staff of resurrection = Yggdrasil leaf + naga staff + life brace

STAFF OF DIVINE WRATH



Buy: N/A
Sell: 3500

Description: Increases an enormous amount of attack at the owners used as an item in battle.

Attack: 35

Equipped by: Jester, Angler

Special: When used in combat, casts a buff on rice enemy group for 25-50 points of damage.

Received from Princess Merrie

Obtain: Ice queen

Recipe to Make:

None

Use in Recipes:

None

STAFF OF ANTIMAGIC



Buy: N/A
Sell: 5000

Description: Prevents all enemy items from being used as an item in battle.

Attack: 0

Equipped by: Jester, Angler

Special: When used in combat, casts a fire on an enemy group.

Find: Iron Goblet (chest)

Recipe to Make:

Staff of antiman = wizard's staff + naga staff

Use in Recipes:

None

STAFF OF RESURRECTION



Buy: 4000
Sell: 2500

Description: May raise a fallen ally from the dead when used as an item in battle.

Attack: 0

Equipped by: Jester, Angler

Special: When used in combat, casts a life on 150% chance of resurrection.

Buy: Iron Lady

Recipe to Make:

Staff of resurrection = Yggdrasil leaf + naga staff + life brace

Use in Recipes:

None

MAGICAL MACE



Buy: 3000
Sell: 1000

Description: Occultously ends without the option of hit.

Attack: 30

Equipped by: Jester, Angler

Special: May absorb MP from enemies you hit.

Find: Isolated Poles (chest)

Recipe to Make:

None

Use in Recipes:

Magic skirt = magical mace + bandit's grass skirt + magical hat

ITEMS

STAVES

191

Bows

SHORT BOW



Buy: 100

Sell: 50

Description: A light and easy-to-handle bow for minor battles.**Attack:** 35**Equipped by:** Angels**Special:** None**Buy:** Assimil**Obtain:** Robin's bowyer**Recipe to Make:**

None

Use in Recipes:

Hunter's bow + chain whip = short bow

HUNTER'S BOW



Buy: 1000

Sell: 500

Description: A standard bow, popular among archers for its blend of power and maneuverability.**Attack:** 50**Equipped by:** Angels**Special:** None**Buy:** Unknown**Obtain:** Hunter's medd + Bodkin**Recipe to Make:**

Hunter's bow + chain whip = short bow

Use in Recipes:

Eros' bow+hunter's bow + garter

EROS' BOW



Buy: N/A

Sell: 1000

Description: A bow of illusions that fires arrows which can confuse their target.**Attack:** 45**Equipped by:** Angels**Special:** May confuse enemies**Obtain:** Alchemy only**Recipe to Make:**

Eros' bow+hunter's bow + garter

CHEIRON'S BOW



Buy: N/A

Sell: 1000

Description: When used as an item in battle, this bow restores 50 or more HP to all allies.**Attack:** 65**Equipped by:** Angels**Special:** When cast in combat, each party member recovers around 50 HP.**Find:** Bodkin's Tower (Quest)**Recipe to Make:**

Cheiron's bow + Eros' bow + poem shield

Use in Recipes:

Odin's bow + Eros' bow = Cheiron's bow + great bow

GREAT BOW



Buy: 20000

Sell: 10000

Description: An enormous bow designed for special arrows with tremendous force.**Attack:** 100**Equipped by:** Angels**Special:** None**Buy:** Tyrant Gally**Recipe to Make:**

None

Use in Recipes:

Odins bow+Eros' bow + Cheiron's bow + great bow

ODIN'S BOW



Buy: N/A

Sell: 10000

Description: An extraordinarily powerful bow with a quick fire capability for devastation.**Attack:** 125**Equipped by:** Angels**Special:** None**Obtain:** Alchemy only**Recipe to Make:**

Odin's bow + Eros' bow + Cheiron's bow + great bow

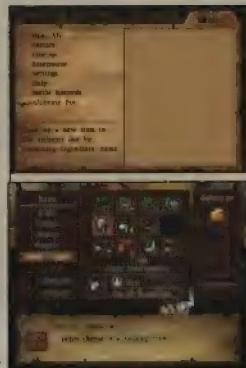
Use in Recipes:

None

ALCHEMY POT RECIPES

It takes King Trode time to work out the kinks in the alchemy pot, so it doesn't become available until you've completed the first couple of tasks. When you get it, the "Alchemy Pot" option is added to the list in the Misc. menu tab. From the alchemy screen, you can scroll through each character's personal inventory as well as the contents of the bag in search of ingredients. Usable items are displayed normally. If an item's name is grayed out, it is unavailable either because the item is equipped by a character or unusable in any recipes.

When you first receive the alchemy pot, it can only handle two ingredients. At a later point in the quest, it is upgraded to handle three items, allowing for more complex recipes.



ALCHEMY POT RECIPES

The Mixing Process

If the chosen ingredients don't form a working recipe, the pot spits them back out. If the ingredients can form a new item, however, the pot will require time to work. The amount of time varies, based primarily on the value of the item being created. It won't take long to turn a pair of medicinal herbs into strong medicine; but making a weapon or armament worth 10,000+ gold coins will take much longer.

You won't always have access to the alchemy pot. For example, the wagon stays behind when you enter a dungeon. Additionally, you won't have access to it at certain points in the storyline. The mixing continues whether you're near the pot or not, so put in more time-consuming recipes before entering dungeon areas.

The duration of the alchemical process is based not on actual time, but on the number of footsteps you take. Travelling by sabrecat or ship will not speed up the process, but walking on the field will make the mixing process go about 50% faster than it does when walking in towns or dungeons. Note that you just need to walk; you don't actually have to go anywhere.



Finding Recipe Items

You can craft new items from all sorts of different ingredients. Occasionally, it's as simple as mixing two weapons to make a more powerful weapon of the same type, but you'll usually need to think a little more creatively. Try combining weapons with armour and accessories for better results.

For the most part, recovery items can only be combined with other recovery items but there are a few times when a recovery item can be mixed with a weapon or armament. Also, pay special attention to items that have no function; these may exist solely as alchemy pot ingredients and are often a requirement for the game's best recipes.



It is not possible to make every item in a single game. Some recipes require unique ingredients, of which only one may exist. Before you make a recipe that includes an ingredient that can't be easily purchased or remade from available ingredients, you may want to save your game just in case the resultant item is not worth the sacrifice.



NOTEWORTHY INGREDIENTS

Fresh milk and rennet powder: These are the basic ingredients for making cheese.

Moulds: These are used exclusively to flavour cheeses.

Metals and minerals: Rare materials like gold nuggets and onychium are used primarily for making exceptional weapons and armaments.

Monster parts: Items like magic beast hides, wings of bat and dragon scales add a touch of their source's nature to recipes.

Dung: Cowpats and dragon dung may ruin some recipes, but they occasionally work to your advantage.

CURING AND PURIFYING ITEMS

Saint's ashes and devil's tails appear frequently in recipes. These items work to purify cursed items and curse purified items, respectively. Whenever an item has an air of danger around it, you can try dropping it in the alchemy pot with saint's ashes to remove the curse and reveal a new item. You'll find more cursed items than saint's ashes, however, so use them sparingly.



Devil's tails are a bit harder to use. Just because you can use them in a recipe doesn't mean you should; they'll often ruin perfectly good items by cursing them. But certain weapons and types of armour can benefit from the taint of evil. As a general rule, the devil's tail will have a positive effect when it's one of three ingredients, but not when it's one of two (the imp knife is an exception).

POTENTIAL PERILS OF ALCHEMY

Just because a recipe works doesn't mean it will work to your advantage. While most recipes create an item that is better than its constituent ingredients, this is not always the case. Be very careful of recipes that involve magic beast hides or devil's tails, since these can often ruin or curse items. However, either can be a great asset when used in the right recipe.



ARTISAN CHEESES AND FOR-PROFIT ALCHEMY

Once you get the hang of alchemy, you should keep the alchemy pot running full time, even if you don't particularly want the items it produces. Many items are worth more than the sum of their ingredients, so you can purchase cheap ingredients, whip up items and sell them for gold coins.

This is true of many weapons and armaments, but no item is as profitable as cheese. The constituent ingredients in cheese are fresh milk, rennet powder, rock salt, and moulds, all of which can be found frequently and, later on, purchased for small sums. Hard cheese, soft cheese, and chunky cheese all sell for around 500 gold coins and require ingredients with barely one-tenth of that cost.



Other highly profitable items, which require easily purchasable ingredients to make, include strong medicines, mystifying mixtures, and turbans. Much later in the game, you can clear a 10,000 gold coins profit from a two-stage recipe: Make white shields out of light shield and fresh milk, then buy mirror shields in Tryan Gully to make high value saintess shields.

Plain cheese = fresh milk + rennet powder

Hard cheese = plain cheese + rock salt

Soft cheese = fresh milk + rennet powder + rock salt

Chunky cheese = plain cheese + magic water

Strong medicine = medicinal herb + medicinal herb

INGREDIENT COST: 16 GOLD COINS
RESALE VALUE: 88 GOLD COINS

Turban = bandana + bandana

INGREDIENT COST: 90 GOLD COINS
RESALE VALUE: 205 GOLD COINS

Mystifying mixture = medicinal herb + antidotal herb + moonwort bulb

INGREDIENT COST: 48 GOLD COINS
RESALE VALUE: 280 GOLD COINS

Saintess shield = white shield + mirror shield + holy water

INGREDIENT COST: 1730 GOLD COINS
RESALE VALUE: 28000 GOLD COINS

Recipe List

USABLE ITEMS

	Strong medicine = medicinal herb + medicinal herb
	Special medicine = strong medicine + strong medicine
	Rose-root = medicinal herb + medicinal herb + medicinal herb
	Rose-root = strong medicine + medicinal herb
	Amor seco essence = holy water + strong medicine
	Strong antidote = medicinal herb + antidotal herb
	Special antidote = strong antidote + strong antidote
	Special antidote = medicinal herb + antidotal herb + antidotal herb
	Rose-wort = medicinal herb + medicinal herb + moonwort bulb
	Rose-wort = strong medicine + moonwort bulb
	Moon's mercy = moonwort bulb + moonwort bulb + moonwort bulb
	Lesser panacea = special medicine + special medicine
	Greater panacea = special medicine + special medicine + special medicine
	Greater panacea = lesser panacea + rose-root + rose-wort
	Yggdrasil dew = Yggdrasil leaf + magic water
	Magic water = holy water + seed of magic
	Elfin elixir = Yggdrasil dew + magic water
	Holy water = amor seco essence + rock salt
	Chimaera wing = wing of bat + wing of bat
	Mystifying mixture = holy water + wing of bat + cowpat
	Mystifying mixture = medicinal herb + antidotal herb + moonwort bulb
	Sage's stone = gold nugget + orichalcum + Yggdrasil dew
	Timbrel of tension = sun crown + lough guy tattoo + magic beast hide

CHEESES

	Plain cheese = fresh milk + rennet powder
	Spicy cheese = scorching cheese + c-c-cold cheese
	Super spicy cheese = spicy cheese + nook grass
	Super spicy cheese = spicy cheese + red mould + red mould
	Scorching cheese = super spicy cheese + premium mould + dragon dung
	Cool cheese = plain cheese + waterweed mould
	Chilly cheese = cool cheese + waterweed mould
	Cold cheese = chilly cheese + waterweed mould + waterweed mould
	C-c-cold cheese = cold cheese + premium mould + dragon dung
	Mild cheese = plain cheese + amor seco essence
	Cured cheese = fresh milk + premium mould + amor seco essence
	Angel cheese = fresh milk + premium mould + Yggdrasil dew
	Hard cheese = plain cheese + rock salt
	Soft cheese = fresh milk + rennet powder + rock salt
	Chunky cheese = plain cheese + magic water
	Highly-strung cheese = super spicy cheese + cold cheese + rock salt

ALCHEMY FOR RECIPES

INGREDIENTS

	Premium mould = red mould + waterweed mould + Yggdrasil leaf
	Thief's key = bronze knife + iron nail

SWORDS

- Copper sword** = bronze knife + bronze knife
- Rusty old sword** = liquid metal sword + mystifying mixture + cowpat
- Holy silver rapier** = Templar's sword + holy talisman
- Über falcon blade** = falcon blade + meteorite bracer
- Fallen angel rapier** = holy silver rapier + devil's tail + wing of bat
- Zombie slayer** = zombiesbane + holy talisman
- Double-edged sword** = über double-edge + devil's tail
- Über double-edge** = double-edged sword + saint's ashes + saint's ashes
- Mercury's rapier** = fallen angel rapier + Mercury's bandana + Mercury's bandana
- Dragon slayer** = dragonsbane + mighty armlet
- Blizzard blade** = bastard sword + icicle dirk + cold cheese
- Über miracle sword** = miracle sword + life bracer
- Shamshir of light** = rune staff + light shield + shimmering dress
- Liquid metal sword** = rusty old sword + slime crown + orichalcum

SPEARS

- Iron lance** = cypress stick + dagger
- Long spear** = cypress stick + cypress stick + iron lance
- Holy lance** = long spear + gold rosary
- Sandstorm spear** = partisan + saint's ashes
- Demon spear** = battle fork + poison needle + devil's tail

BOOMERANGS

- Reinforced boomerang** = boomerang + iron nail
- Razor wing boomerang** = edged boomerang + wing of bat + steel scythe
- Flametang boomerang** = swallowtail + flame shield
- Metal wing boomerang** = razor wing boomerang + metal king spear

AXES

- Stone axe** = stone hardhat + cypress stick
- Golden axe** = iron axe + gold nugget
- Iron axe** = farmer's scythe + farmer's scythe
- Bandit axe** = battle-axe + thief's key
- Moon axe** = golden axe + moon's mercy
- King axe** = golden axe + slime crown

HAMMERS

- Sledgehammer** = giant mallet + iron helmet + iron helmet
- Über war hammer** = war hammer + mighty armlet
- Megaton hammer** = über war hammer + conqueror's axe + orichalcum

SCYTHES

- Hell scythe** = steel scythe + poison moth knife + Hades' helm

DAGGERS

- Falcon knife** = slime earrings + tough guy tattoo + agility ring
- Assassin's dagger** = eagle dagger + poison needle
- Imp knife** = assassin's dagger + devil's tail

WHIPS

- Leather whip** = devil's tail + saint's ashes
- Snakeskin whip** = leather whip + scale shield
- Dragontail whip** = snakeskin whip + dragon scale + dragon scale
- Demon whip** = scourge whip + devil's tail
- Scourge whip** = demon whip + saint's ashes

STAVES

- Magma staff** = wizard's staff + rockbomb shard
- Staff of antimagic** = wizard's staff + rune staff
- Staff of resurrection** = rune staff + life bracer + Yggdrasil leaf

BOWS

- Hunter's bow** = short bow + chain whip
- Hunter's bow** = cypress stick + cypress stick + strength ring
- Eros' bow** = hunter's bow + garter
- Cheiron's bow** = Eros' bow + power shield
- Odin's bow** = Cheiron's bow + Eros' bow + great bow

ARMOUR

- Wayfarer's clothes** = plain clothes + plain clothes
- Boxer shorts** = bandit's grass skirt + bandana
- Leather armour** = wayfarer's clothes + magic beast hide
- Leather kilt** = leather whip + bandana
- Leather kilt** = boxer shorts + magic beast hide
- Templar's uniform** = wayfarer's clothes + Templar's shield
- Leather dress** = dancer's costume + magic beast hide
- Scale armour** = leather armour + dragon scale
- Chain mail** = wayfarer's clothes + chain whip
- Bronze armour** = chain mail + bronze shield
- Iron cuirass** = iron shield + iron shield
- Fur poncho** = magic beast hide + magic beast hide
- Robe of serenity** = cloak of evasion + boxer shorts
- Bunny suit** = silk bustier + bunny tail
- Zombie mail** = silver mail + zombiesbane
- Zombie mail** = platinum mail + devil's tail
- Silver cuirass** = iron cuirass + silver platter + silver platter
- Sage's robe** = magic vestment + scholar's cap
- Magical skirt** = bandit's grass skirt + magical hat + magical mace
- Magic armour** = full plate armour + prayer ring + ruby of protection
- Dancer's mail** = silver mail + dancer's costume
- Dragon mail** = silver mail + dragon scale + dragon scale
- Shimmering dress** = spangled dress + ruby of protection + gold bracer

ARMOUR (CONT.)

- Spiked armour** = magic armour + edged boomerang
- Platinum mail** = zombie mail + saint's ashes
- Angel's robe** = flowing dress + magical skirt
- Bandit mail** = heavy armour + bandit axe + bandit's grass skirt
- Crimson robe** = sage's robe + magic water + nook grass
- Dark robe** = cloak of evasion + devil's tail + wing of bat
- Mirror armour** = silver mail + mirror shield + mirror shield
- Princess's robe** = angel's robe + gold rosary + shimmering dress
- Giant armour** = bandit mail + mighty armlet + mighty armlet
- Divine bustier** = dangerous bustier + shimmering dress
- Metal king armour** = liquid metal armour + slime crown + orichalcum

SHIELDS

- Leather shield** = pot lid + magic beast hide
- Scale shield** = leather shield + dragon scale
- Bronze shield** = leather shield + bronze knife
- Templar's shield** = iron shield + Templar's uniform
- White shield** = light shield + fresh milk + fresh milk
- White shield** = iron shield + silver platter
- Magic shield** = steel shield + prayer ring + ruby of protection
- Dragon shield** = steel shield + dragon scale + dragon scale
- Ice shield** = magic shield + icicle dirk
- Flame shield** = magic shield + flametang boomerang
- Power shield** = magic shield + strength ring + cured cheese
- Saintess shield** = mirror shield + white shield + holy water
- Silver shield** = mirror shield + amor seco essence + magic water
- Ruinous shield** = metal king shield + devil's tail
- Thanatos' shield** = goddess shield + devil's tail
- Goddess shield** = Thanatos' shield + saint's ashes
- Metal king shield** = ruinous shield + saint's ashes + orichalcum

HELMETS

	Pointy hat = leather hat + iron nail
	Turban = bandana + bandana
	Feathered cap = leather hat + chimaera wing
	Bunny ears = hairband + bunny tail
	Stone hardhat = stone axe + pointy hat
	Fur hood = feathered cap + fur poncho
	Hermes' hat = feathered cap + Mercury's bandana
	Bronze helmet = stone hardhat + bronze knife + bronze knife
	Mercury's bandana = bandana + agility ring
	Silver tiara = coral hairpin + silver platter
	Happy hat = feathered cap + elevating shoes
	Scholar's cap = magical hat + scholar's specs
	Hades' helm = mythril helm + devil's tail
	Thinking cap = scholar's cap + iron headgear
	Mythril helm = Hades' helm + saint's ashes
	Raging bull helm = mythril helm + cowpat + fresh milk
	Golden tiara = thinking cap + silver tiara + gold nugget
	Phantom mask = iron headgear + dark robe
	Skull helm = sun crown + devil's tail
	Sun crown = skull helm + saint's ashes

IS THAT ALL?

For those who are willing to experiment, there may just be some other recipes available. Invest some time with the alchemy pot and you may uncover something special!

ACCESSORIES

	Strength ring = prayer ring + seed of strength
	Titan belt = leather kilt + strength ring
	Mighty armlet = strength ring + titan belt
	Life bracer = recovery ring + gold bracer
	Prayer ring = gold ring + seed of magic
	Ring of truth = gold ring + sandstorm spear
	Ring of immunity = gold ring + poison needle
	Holy talisman = tough guy tattoo + holy water + gold rosary
	Full moon ring = gold ring + poison moth knife
	Ring of awakening = gold ring + dream blade
	Ring of clarity = gold ring + fallen angel rapier
	Recovery ring = prayer ring + seed of life
	Catholicon ring = full moon ring + ring of truth + ring of immunity
	Ruby of protection = prayer ring + seed of defence
	Elevating shoes = fishnet stockings + happy hat
	Agility ring = prayer ring + seed of agility
	Meteorite bracer = agility ring + agility ring + orichalcum
	Skull ring = sorcerer's ring + devil's tail
	Sorcerer's ring = skull ring + saint's ashes + saint's ashes
	Scholar's specs = ring of awakening + ring of clarity + seed of wisdom
	Goddess ring = recovery ring + orichalcum

MONSTER APPENDIX

This appendix contains detailed statistical information for each of the game's 260 normal monsters. They're presented in numerical order, as in the game's Battle Records menu. If you can find and defeat all of them, you'll complete the Battle Records screen and earn a prize. Note that we can't show certain bosses here, lest we spoil the surprise.

1: SLIME



FAMILY SLIME

Description: A well-known monster commonly encountered throughout the world. Quite intelligent. Some have even managed to learn the human tongue.

NORMAL ITEM	Medicinal herb
RARE ITEM	Amor seco essence
REGIONS	Farebury Region, Kingdom of Trodain, Waterfall Cave, Isolated Plateau, Unnamed Isle, Baccarol Region, Areas Accessible By Air

2: CANDY CAT

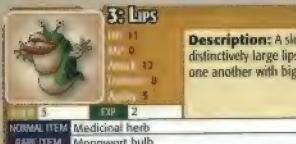


FAMILY BEAST

Description: A happy-go-lucky, good-natured monster. Born with only one stripe, it grows another with each passing year.

NORMAL ITEM	Medicinal herb
RARE ITEM	Bandit's gross skirt
REGIONS	Farebury Region, Kingdom of Trodain, Areas Accessible By Air

3: LIPS



FAMILY BUG

Description: A slug-like creature with distinctively large lips. They seem to greet one another with big, sloppy kisses!

NORMAL ITEM	Medicinal herb
RARE ITEM	Moongwart bulb
REGIONS	Farebury Region

4: DRACKY

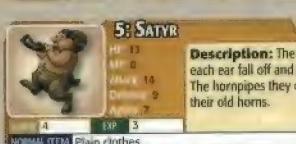


FAMILY BIRD

Description: A bat-like monster that flies freely through the night sky. According to one account, they're born in a world without light.

NORMAL ITEM	Medicinal herb
RARE ITEM	Chimera wing
REGIONS	Farebury Region, Kingdom of Trodain, Waterfall Cave, Isolated Plateau, Godbird's Eye

5: SATYR



FAMILY HUMANOID

Description: The large horns above each ear fall off and grow back every year. The hornpipes they carry are carved from their old horns.

NORMAL ITEM	Plain clothes
RARE ITEM	Wanderer's clothes
REGIONS	Farebury Region

6: CAPSICHUM



FAMILY PLANT

Description: A distinctive monster shaped like a pepper. In their culture, two is always better than one, so they stick together with the help of a large skewer!

NORMAL ITEM	Cypress stick
RARE ITEM	Copper sword
REGIONS	Farebury Region

7: BUNICORN



FAMILY BEAST

Description: A rabbit-like monster with a distinctive single horn growing from the middle of its forehead. Unlike normal rabbits, they are determinedly carnivorous, using their sharp horns to spear prey.

NORMAL ITEM	Leather hat
RARE ITEM	Bunny tail
REGIONS	Farebury Region

8: SHE-SLIME



FAMILY SLIME

Description: Slimes of a different colour, apparently due to a sudden mutation. Although commonly referred to as 'she-slimes', their true gender remains unknown.

NORMAL ITEM	Medicinal herb
RARE ITEM	Slime garnish
REGIONS	Maella Region, Kingdom of Ascantha, Areas Accessible By Air

9: FIRESPIRIT



FAMILY FIRE

Description: A physical manifestation of fire magic. As this monster lacks a material body, most physical attacks pass right through it. Try raising your tension when fighting them.

NORMAL ITEM	Holy water
RARE ITEM	Amor seco essence
REGIONS	Farebury Region, Waterfall Cave

10: MISCHIEVOUS MOLE



FAMILY MOLE

Description: Small but seriously strong. Once they psyche themselves up, these pint-sized pests can inflict some serious damage.

NORMAL ITEM	Medicinal herb
RARE ITEM	Oaken club
REGIONS	Land of the Moles, Waterfall Cave, Beneath Ascantha, Mole Hole

11: MECHA-MYNAH



FAMILY BIRDS

Description: The mechanical bodies of these birds weigh nothing after a big dinner! They have a tendency to snap the tree branches where they roost and fall to earth with a metallic clunk.

NORMAL ITEM	Pot lid
RARE ITEM	Chimera wing
REGIONS	Farebury Region, Alexandria Region, Waterfall Cave

12: BUBBLE SLIME



FAMILY SLIME

Description: These sticky masses of muck are poisonous to the touch. Once a traveller comes into contact with a bubble slime's body in battle, the effects of the poison will persist until the individual is cured.

NORMAL ITEM	Antidotal herb
RARE ITEM	Moongwart bulb
REGIONS	Farebury Region, Waterfall Cave, Tower of Alexandra, Areas Accessible By Air

		13: DANCING DEVIL	
HP	20	EXP	14
MP	0		
Attack	15		
Defense	13		
	10	EXP	7
NORMAL ITEM		Chimera wing	
RARE ITEM		Boxer shorts	
REGIONS		Forebury Region, Kingdom of Trodain, Waterfall Cave	

Description: A race of demons wearing what appear to be bright blue pants. They are rumoured to drop them when defeated.

		20: FENCING FOX	
HP	25	EXP	25
MP	8		
Attack	28		
Defense	20		
	16	EXP	25
NORMAL ITEM		Wayfarer's clothes	
RARE ITEM		Gold bracer	
REGIONS		Alexandria Region	

14: BOOKIN ARCHER

		14: BOOKIN ARCHER	
HP	23	EXP	10
MP	2		
Attack	23		
Defense	18		
	14	EXP	13
NORMAL ITEM		Bandana	
RARE ITEM		Plain cheese	
REGIONS		Alexandria Region, Kingdom of Trodain	

Description: Diminutive but resourceful monsters. Upon encountering an enemy, they keep their distance and let fly with long-range bow and arrow attacks.

		15: SKIPPER	
HP	21	EXP	12
MP	5		
Attack	20		
Defense	17		
	16	EXP	12
NORMAL ITEM		Medicinal herb	
RARE ITEM		Bunny tail	
REGIONS		Alexandria Region, Waterfall Cave	

Description: A hairy fur ball of a monster whose love for unwanted old boots manifests itself in much the same way as a hermit crab's love for discarded shells.

		16: DRACKMAGE	
HP	19	EXP	9
MP	6		
Attack	20		
Defense	16		
	17	EXP	9
NORMAL ITEM		Medicinal herb	
RARE ITEM		Chimera wing	
REGIONS		Alexandria Region, Kingdom of Ascantha, Tower of Alexandria, Pickham Region, Kingdom of Trodain	

Description: Related to the dracky, these monsters have evolved a green colouration to match their woodland habitat. They remain constantly airborne, smoothly dodging attacks whilst casting spells on their opponents.

		17: BEETLEBOY	
HP	15	EXP	12
MP	0		
Attack	26		
Defense	16		
	10	EXP	12
NORMAL ITEM		Medicinal herb	
RARE ITEM		Leather hat	
REGIONS		Forebury Region, Alexandria Region, Tower of Alexandria, Kingdom of Trodain	

Description: Despite their weighty appearance, these insectoid monsters are quite swift. They like to tackle their opponents head-on with the help of their huge horns.

		18: IMP	
HP	28	EXP	15
MP	9		
Attack	31		
Defense	21		
	11	EXP	15
NORMAL ITEM		Chimera wing	
RARE ITEM		Cool cheese	
REGIONS		Tower of Alexandria	

Description: Juvenile forms of elite magical monsters. Imps try to cast spells which are far too powerful for them and fail every time.

		19: FUNGOUL	
HP	23	EXP	15
MP	0		
Attack	21		
Defense	18		
	12	EXP	15
NORMAL ITEM		Antidote herb	
RARE ITEM		Plain cheese	
REGIONS		Alexandria Region, Tower of Alexandria	

Description: Mushroom-shaped monsters with a sweet breath that puts enemies to sleep. They grow in humid areas like grasslands and deep forests.

		20: HEALSLIME	
HP	74	EXP	18
MP	13		
Attack	19		
Defense	21		
	13	EXP	18
NORMAL ITEM		Medicinal herb	
RARE ITEM		Amur seco essence	
REGIONS		Kingdom of Ascantha, Kingdom of Trodain, Tower of Alexandria, Wishers' Peak, Areas Accessible By Air	

Description: A kindly slime that never hesitates to help comrades by casting healing spells, even when in danger itself. All in all, a supportive little monster.

		22: HAMMERHOOD	
HP	35	EXP	21
MP	0		
Attack	32		
Defense	16		
	19	EXP	21
NORMAL ITEM		Oaken club	
RARE ITEM		Giant mallet	
REGIONS		Alexandria Region, Waterfall Cave	

Description: Not the largest monster in the world, but amongst the strongest. Their bodies seem even smaller next to the massive wooden mallets they carry. The unwieldiness of these weapons means they frequently miss.

		23: JAILCAT	
HP	29	EXP	19
MP	6		
Attack	22		
Defense	18		
	18	EXP	19
NORMAL ITEM		Bandana	
RARE ITEM		Plain cheese	
REGIONS		Alexandria Region	

Description: A feline monster with stripes reminiscent of a jailhouse convict. Strangely popular among cat lovers. Usually quite playful, but capable of casting spells when provoked.

		24: FROGFACE	
HP	34	EXP	20
MP	6		
Attack	20		
Defense	23		
	15	EXP	20
NORMAL ITEM		Medicinal herb	
RARE ITEM		Amur seco essence	
REGIONS		Alexandria Region, Tower of Alexandria	

Description: Although quite weak in frog form, their attacks become far more dangerous when they reveal the human faces on their backs. Occasionally splits into two when losing a battle.

		25: LUMP MAGE	
HP	18	EXP	31
MP	12		
Attack	18		
Defense	24		
	18	EXP	31
NORMAL ITEM		Cypress stick	
RARE ITEM		Wizard's staff	
REGIONS		Maella Region	

Description: Physically quite weak, but capable of wearing enemies down by repeatedly casting unpleasant spells. Occasionally splits into two when losing a battle.

		26: WINKY	
HP	20	EXP	32
MP	9		
Attack	22		
Defense	25		
	12	EXP	32
NORMAL ITEM		Holy water	
RARE ITEM		Magic water	
REGIONS		Maella Region, Kingdom of Ascantha	

Description: An odd monster in the form of an eyeball with arms and legs. Said to turn red and become very strong when angered.



27: SPIKED HARE

Description: Ignore their cuddly appearance. These monsters are actually ruthless adversaries, capable of decreasing an enemy's tension whilst raising their DMT.

NORMAL ITEM	Medicinal herb
RARE ITEM	Bunny tail
REGIONS	Alexandria Region, Kingdom of Ascantha

34: BAG O' LAUGHS

Description: Despite their silly appearance, these monsters are crafty opponents capable of preventing enemies from casting spells.

NORMAL ITEM	Plain clothes
RARE ITEM	Hairband
REGIONS	Kingdom of Ascantha, Ruined Abbey



28: CHAININE

Description: Bulldog-like monsters that throw their spiked collars to ensnare enemies and make them easier to hit.

NORMAL ITEM	Medicinal herb
RARE ITEM	Gold bracer
REGIONS	Maella Region

35: SKELETON

Description: Human knights that met a foul and painful end. Frustration and sadness at their pitiful fate keeps them in this world as undead monsters.

NORMAL ITEM	Soldier's sword
RARE ITEM	Templar's uniform
REGIONS	Kingdom of Ascantha, Ruined Abbey



29: GIANT MOTH

Description: A large moth-like monster that flies freely through the air on giant wings. Capable of casting air-based spells on groups of enemies simultaneously.

NORMAL ITEM	Bennet powder
RARE ITEM	Red mould
REGIONS	Maella Region, Kingdom of Ascantha

36: METAL SLIME

Description: Popular among adventures for the inordinately large number of experience points they bestow. Although not particularly dangerous, their tendency to flee at the first sign of trouble makes them quite difficult to defeat.

NORMAL ITEM	Seed of defence
RARE ITEM	Seed of agility
REGIONS	Kingdom of Ascantha, East Argonia, Unnamed Isle, Ruined Abbey, Areas Accessible By Air



30: DINGALING

Description: A monster shaped like a large bell. Usually does nothing more than watch and laugh, but occasionally calls jargons for help.

NORMAL ITEM	Horband
RARE ITEM	Gold bracer
REGIONS	Maella Region

37: SCORPION

Description: Enormous scorpions with impenetrable carapaces. Their defences protect them against all but the most determined physical attacks. Use magic to defeat them.

NORMAL ITEM	Antidotal herb
RARE ITEM	Iron lance
REGIONS	Maella Region, Kingdom of Ascantha



31: JARGON

Description: Physically quite impulsive, these monsters are also capable of breathing fire and throwing magical sand from their jars. They appear to enjoy a symbiotic relationship with dingalings.

NORMAL ITEM	Bennet powder
RARE ITEM	Fresh milk
REGIONS	Kaela Region, Kingdom of Ascantha

38: MORPHEAN MUSHROOM

Description: Mushroom-shaped monster with a sweet breath that puts enemies to sleep. Commonly encountered in humid areas such as deep forests and grasslands.

NORMAL ITEM	Red mould
RARE ITEM	Plain cheese
REGIONS	Maella Region, Kingdom of Ascantha



32: DRACKYMA

Description: Drackymas are the mothers of drackies. The lullabies they use to put their babies to sleep work just as well against their foes in battle.

NORMAL ITEM	Mimuwort bulb
RARE ITEM	Wing of hat
REGIONS	Kingdom of Ascantha, Ruined Abbey, Arcadia Region

39: BROWNIE

Description: Usually calm and timid, these monsters psyche themselves up to become vicious foes when provoked. Their tiny bodies conceal incredible power.

NORMAL ITEM	Medicinal herb
RARE ITEM	Giant mallet
REGIONS	Maella Region, Kingdom of Ascantha



33: BULLFINCH

Description: Powerful bird-like monsters that resemble two-legged bulls. Sleepy and lethargic, they are foul-tempered when suddenly awakened.

NORMAL ITEM	Cowpat
RARE ITEM	Magic beast hide
REGIONS	Maella Region, Ruined Abbey

40: FLYGUY

Description: A mutant fly grown to human size. Known to carry rare treasures.

NORMAL ITEM	Cowpat
RARE ITEM	Plain cheese
REGIONS	Kingdom of Ascantha, Ruined Abbey

**41: PUPPETEER**

Description: A unique monster that delights in telling its opponents stories using hand-puppets.

NORMAL ITEM	Silk robe
RARE ITEM	Slimey earrings
REGIONS	Kingdom of Ascantha

42: BOOKIN BOWYER

Description: Great archers in spite of their size. Capable of surrounding opponents and unleashing a fusillade of arrows upon them. When trouble beckons, they swiftly call for reinforcements.

NORMAL ITEM	Silk robe
RARE ITEM	Short bow
REGIONS	Kingdom of Ascantha, Wishers' Peak

**43: NIGHT SNEAKER**

Description: Monsters that skulk around in the dead of night. They are masters of defensive magic and can deflect enemy spells.

NORMAL ITEM	Moonwort bulb
RARE ITEM	Bunny tail
REGIONS	Kingdom of Ascantha

**44: MUMMY BOY**

Description: A monster wrapped from head to toe in filthy old bandages. Capable of spitting curses that envelop and immobilize enemies.

NORMAL ITEM	Bandana
RARE ITEM	Dirtnap
REGIONS	Kingdom of Ascantha, Ruined Abbey, Wishers' Peak, Dark Ruins, Swordman's Labyrinth

**45: HELL HORNET**

Description: A monster hornet with a paralysing sting. Be sure to carry moonwort bulbs with you if you think you will encounter these vicious monsters.

NORMAL ITEM	Moonwort bulb
RARE ITEM	Poison moth knife
REGIONS	Maelia Region, Kingdom of Ascantha, Wishers' Peak

**46: PAN PIPER**

Description: Half man, half goat, and the worst of both. Usually timid, they turn red if provoked and call for fellow pan pipers to join the fray.

NORMAL ITEM	Medicinal herb
RARE ITEM	Leather kilt
REGIONS	Kingdom of Ascantha

**47: SLIME KNIGHT**

Description: Angry at seeing their slimey friends bullied by swaggering adventurers, these courageous little monsters swore an oath to defend them. Now they roam the land as knights on slimey steeds!

NORMAL ITEM	Slimey earrings
RARE ITEM	Templar's shield
REGIONS	Kingdom of Ascantha, Wishers' Peak

**48: CLOCKWORK CUCKOO**

Description: These mechanical birds are the result of a mad scientist's twisted experiment. When they detect a target, they become a deadly whirlwind of razor-sharp blades.

NORMAL ITEM	Iron nail
RARE ITEM	Dagger
REGIONS	Kingdom of Ascantha, Pickham Region

**49: TREECREEPER**

Description: Rightly feared for their habit of hiding in forests and ambushing travellers. When hurt, they pluck leaves from their own branches to use as healing herbs.

NORMAL ITEM	Medicinal herb
RARE ITEM	Strong medicine
REGIONS	Maelia Region, Kingdom of Ascantha, Wishers' Peak, Pickham Region, Baccarat Region

**50: KISSER**

Description: Wet and glistening monsters said to carry various moulds that can be used to make special cheeses.

NORMAL ITEM	Waterweed mould
RARE ITEM	Red mould
REGIONS	Kingdom of Ascantha, Pickham Region

**51: DIEMON**

Description: Mysterious monsters known for wearing eerie masks. Their real faces are said to be even scarier.

NORMAL ITEM	Chimaera wing
RARE ITEM	Magic beast hide
REGIONS	Kingdom of Ascantha, Wishers' Peak

**52: WALKING CORPSE**

Description: As the name implies, a monstrous rotten corpse. Their foul appearance can cause your tension to decrease suddenly.

NORMAL ITEM	Antidotal herb
RARE ITEM	Chain mail
REGIONS	Pickham Region, Ruined Abbey, Wishers' Peak

**53: FATBAT**

Description: Heavyweight monsters that dive-bomb opponents, body-slammimg them to the ground.

NORMAL ITEM	Wing of bat
RARE ITEM	Magic beast hide
REGIONS	Kingdom of Ascantha, Wishers' Peak

**54: NIGHT FOX**

Description: Extremely agile, these monsters are feared for their skillful rapier-work and Mercurial Thrusts.

NORMAL ITEM	Rapier
RARE ITEM	Feathered cap
REGIONS	Pickham Region

55: PAPRIKAN

Description: A pair of psychotic peppers. Their crazed grins belie their wiminess in battle. They can prevent enemies from using spells, and like to pummel their adversaries with body-slams.

HP 54	MP 6	ATK 48	DEF 45
CRIT 10	EXP 47		
NORMAL ITEM Red mulud			
RARE ITEM Rapier			
REGIONS Pickham Region			

62: CANNIBOX

Description: A skilful mimic that disguises itself as a treasure chest. It waits quietly to be discovered, then chomps on unwary travellers with its sharp fangs. Occasionally capable of landing devastating attacks.

HP 51	MP 6	ATK 60	DEF 59
CRIT 110	EXP 76		
NORMAL ITEM Iron nail			
RARE ITEM Pot lid			
REGIONS Unnamed Isle, Swordsman's Labyrinth			

56: CHIMERA

Description: The wings of these monsters are useful items that allow travellers to teleport to previously visited locations instantly.

HP 54	MP 6	ATK 53	DEF 46
CRIT 12	EXP 64		
NORMAL ITEM Chimera wing			
RARE ITEM Hairband			
REGIONS Kingdom of Ascantha, Pickham Region, Land of the Moles, East Argonia			

63: GOODYBAG

Description: An enchanted bag of treasure-turned-monster. Highly resistant to almost every spell, except those that drain its magic.

HP 55	MP 8	ATK 54	DEF 51
CRIT 106	EXP 52		
NORMAL ITEM Gold bracer			
RARE ITEM Prayer ring			
REGIONS Swordsman's Labyrinth, Beneath Ascantha			

57: HOOD

Description: Mysterious masked monsters with a nasty habit of hacking down unwary travellers. These vain creatures love to flex their muscles and psyche up in front of their enemies.

HP 60	MP 0	ATK 54	DEF 40
CRIT 14	EXP 66		
NORMAL ITEM Stone axe			
RARE ITEM Leather cape			
REGIONS Pickham Region			

64: WITCH

Description: A sexy she-monster that seduces enemies with her Puff-Puff ability before unleashing a barrage of spells on her hapless foes.

HP 57	MP 12	ATK 47	DEF 42
CRIT 22	EXP 166		
NORMAL ITEM Wizard's staff			
RARE ITEM Garter			
REGIONS Pickham Region			

58: HEADHUNTER

Description: Known for their jumping ability, these monsters wait for the best opportunity to attack their enemies. Watch out for their vicious slashes and formidable defensive abilities.

HP 34	MP 0	ATK 56	DEF 43
CRIT 18	EXP 62		
NORMAL ITEM Medicinal herb			
RARE ITEM Scale shield			
REGIONS Pickham Region			

65: MUMMY

Description: A cursed monster that continues to suffer even in death. As an undead creature, it hates the living and attacks travellers on sight.

HP 65	MP 0	ATK 67	DEF 67
CRIT 10	EXP 67		
NORMAL ITEM Turban			
RARE ITEM Scholar's specs			
REGIONS Swordsman's Labyrinth, Dark Ruins			

59: MINIDEMON

Description: A surprisingly powerful monster. Its cute looks betray no hint that it is skilled at both fire and ice magic.

HP 59	MP 5	ATK 40	DEF 32
CRIT 11	EXP 59		
NORMAL ITEM Wing of bat			
RARE ITEM Rockbump shard			
REGIONS Pickham Region			

66: CURESLIME

Description: As the name implies, this is a slime capable of casting powerful curative magic. Defeat it quickly or it will heal its weaker comrades during battle.

HP 50	MP 20	ATK 30	DEF 38
CRIT 11	EXP 20		
NORMAL ITEM Medicinal herb			
RARE ITEM Moon's mercury			
REGIONS East Argonia, Unnamed Isle, Troidan Castle, Areas Accessible By Air			

60: GORILLA

Description: A brute of a monster that wields a club to bash enemies. Even a single blow can inflict a tremendous amount of damage.

HP 65	MP 0	ATK 63	DEF 43
CRIT 10	EXP 65		
NORMAL ITEM Magic beast hide			
RARE ITEM Giant mallet			
REGIONS Pickham Region			

67: RESTLESS ARMOUR

Description: The angry soul of a dead swordsman inhabiting an empty suit of armour. Occasionally summons healthslimes to assist it in battle.

HP 61	MP 0	ATK 73	DEF 70
CRIT 15	EXP 74		
NORMAL ITEM Iron shield			
RARE ITEM Iron armor			
REGIONS Swordsman's Labyrinth			

61: MUD MANNEQUIN

Description: A crude figure fashioned out of mud and animated with a magical spell. Dances a strange dance that lowers the MP of opponents.

HP 63	MP 0	ATK 63	DEF 56
CRIT 19	EXP 69		
NORMAL ITEM Rock salt			
RARE ITEM Cypress stick			
REGIONS Kingdom of Troidan			

68: LOST SOUL

Description: The soul of a slain traveler, endlessly wandering in search of its path back home.

HP 52	MP 8	ATK 41	DEF 54
CRIT 9	EXP 62		
NORMAL ITEM Holy water			
RARE ITEM Magic water			
REGIONS Swordsman's Labyrinth			

69: PHANTOM FENCER	
	HP 83 MP 0 ATK 71 DEF 62 DPS 54
LEVEL 12 EXP 58	
NORMAL ITEM	Leather cape
RARE ITEM	Templar's sword
REGIONS	Swordsman's Labyrinth

70: HIPSTER	
	HP 70 MP 4 ATK 61 DEF 70 DPS 53
LEVEL 16 EXP 69	
NORMAL ITEM	Red mould
RARE ITEM	Wing of bat
REGIONS	Pickham Region, Kingdom of Trodain

71: ROCKBOMB	
	HP 69 MP 20 ATK 53 DEF 110 DPS 51
LEVEL 11 EXP 70	
NORMAL ITEM	Rock salt
RARE ITEM	Rockbomb shard
REGIONS	Kingdom of Trodain, Mole Hole, Trodain Castle

72: DIEABLO	
	HP 78 MP 15 ATK 65 DEF 70 DPS 49
LEVEL 17 EXP 72	
NORMAL ITEM	Gold bracer
RARE ITEM	Gold ring
REGIONS	Kingdom of Trodain

73: MUDDY HAND	
	HP 99 MP 0 ATK 61 DEF 64 DPS 52
LEVEL 8 EXP 45	
NORMAL ITEM	Medicinal herb
RARE ITEM	Strength ring
REGIONS	Kingdom of Trodain, Desert, Beneath Ascantha, Mole Hole, Areas Accessible By Air

74: TERROR TABBY	
	HP 56 MP 10 ATK 85 DEF 83 DPS 75
LEVEL 12 EXP 67	
NORMAL ITEM	Leather whip
RARE ITEM	Turban
REGIONS	Kingdom of Trodain

75: DEVILMOTH	
	HP 70 MP 0 ATK 67 DEF 64 DPS 52
LEVEL 19 EXP 66	
NORMAL ITEM	Antidotal herb
RARE ITEM	Remnet powder
REGIONS	Kingdom of Trodain

76: BUFFALO WING	
	HP 76 MP 12 ATK 73 DEF 70 DPS 53
LEVEL 17 EXP 62	
NORMAL ITEM	Cowpat
RARE ITEM	Fresh milk
REGIONS	Kingdom of Trodain

77: MUMBO-JUMBO	
	HP 345 MP 40 ATK 105 DEF 95 DPS 60
LEVEL 43 EXP 309	
NORMAL ITEM	Plain cheese
RARE ITEM	Seed of life
REGIONS	Kingdom of Trodain

78: MUM	
	HP 65 MP 20 ATK 48 DEF 53 DPS 73
LEVEL 29 EXP 68	
NORMAL ITEM	Plain cheese
RARE ITEM	Leather armour
REGIONS	Kingdom of Ascantha, Kingdom of Trodain

79: BOH	
	HP 80 MP Infinite ATK 53 DEF 63 DPS 41
LEVEL 16 EXP 65	
NORMAL ITEM	Plain cheese
RARE ITEM	Turtle shell
REGIONS	Kingdom of Ascantha, Kingdom of Trodain

80: JUM	
	HP 75 MP 10 ATK 67 DEF 60 DPS 75
LEVEL 4 EXP 60	
NORMAL ITEM	Plain cheese
RARE ITEM	Copper sword
REGIONS	Kingdom of Ascantha, Kingdom of Trodain

81: BOE	
	HP 68 MP 10 ATK 61 DEF 58 DPS 75
LEVEL 4 EXP 59	
NORMAL ITEM	Plain cheese
RARE ITEM	Steel broadsword
REGIONS	Kingdom of Ascantha, Kingdom of Trodain

82: HUNTER MECH	
	HP 71 MP 0 ATK 75 DEF 106 DPS 58
LEVEL 20 EXP 76	
NORMAL ITEM	Hunter's bow
RARE ITEM	Steel broadsword
REGIONS	Trodain Castle

**83: PINK PONGO**

HP: 41	MP: 0
M: 0	D: 16
L: 66	D: 66
EXP: 50	GP: 18

NORMAL ITEM: Giant mallet
RARE ITEM: Magic breast hide
REGIONS: Kingdom of Trodain

Description: Far more agile than they appear, these monsters are harder to hit than you might think. Their clubs pack a powerful punch.

90: MARS ROVER

HP: 70	MP: 0
M: 0	D: 77
L: 85	D: 85

NORMAL ITEM: Iron cuirass
RARE ITEM: Chain whip
REGIONS: Land of the Moles, Mole Hole, Beneath Ascantha

Description: Quick-witted dog monsters. Their loud barks serve to intimidate the enemy and summon allies.

**84: LIQUID METAL SLIME**

HP: 0	MP: 0
M: 0	D: 65
L: 65	D: 4096
EXP: 213	GP: 18

NORMAL ITEM: Seed of agility
RARE ITEM: Elevating shoes
REGIONS: Trodain Castle, Godbird's Eye, Unnamed Isle, Areas Accessible By Air, Unknown

Description: Hunted by adventurers all over the world. Their bodies consist of a mysterious gel-like metal.

91: PEEPER

HP: 21	MP: 0
M: 32	D: 35
L: 73	D: 73

NORMAL ITEM: Holy water
RARE ITEM: Magic water
REGIONS: Mole Hole

Description: Mysterious and unpredictable monsters. Don't let their small size fool you. They are more powerful than they appear.

**85: MAD MOLE**

HP: 65	MP: 0
M: 0	D: 75
L: 65	D: 65
EXP: 68	GP: 16

NORMAL ITEM: Medicinal herb
RARE ITEM: Stone hardhat
REGIONS: Land of the Moles, Mole Hole, Beneath Ascantha

Description: Capable of extremely powerful attacks when psych'd up. Beware of mad moles who are in a state of high tension!

92: COCKATEER

HP: 109	MP: 0
M: 0	D: 96
L: 92	D: 85

NORMAL ITEM: Stone hardhat
RARE ITEM: Titan belt
REGIONS: Baccarat Region

Description: A race of swordsmen... or should that be 'swordchickens'? They boast powerful sword skills and mastery of the Wind Sickles attack.

**86: WAHLIN' WEED**

HP: 59	MP: 0
M: 0	D: 72
L: 59	D: 59
EXP: 75	GP: 12

NORMAL ITEM: Red mould
RARE ITEM: Coral hairpin
REGIONS: Trodain Castle

Description: Flower-monsters nourished by the anguish of those unfortunate enough to be turned into thorny vines, such as the residents of Trodain Castle.

93: GREAT SABRECAT

HP: 95	MP: 0
M: 0	D: 110
L: 94	D: 73

NORMAL ITEM: Medicinal herb
RARE ITEM: Magic beast hide
REGIONS: Baccarat Region

Description: Fearless, highly agile predators with sharp fangs. Rumour has it that they can be tamed, but the truth remains unknown.

**87: GARUDA**

HP: 80	MP: 0
M: 21	D: 74
L: 71	D: 71
EXP: 75	GP: 12

NORMAL ITEM: Hairband
RARE ITEM: Poison moth knife
REGIONS: Kingdom of Trodain, Trodain Castle

Description: Monsters that attack their enemies from the sky. Rumour has it that they can cast spells capable of wiping out entire parties, but the truth remains unknown.

**94: METAL SLIME KNIGHT**

HP: 90	MP: 0
M: 0	D: 78
L: 84	D: 145

NORMAL ITEM: Slime earrings
RARE ITEM: Kitty shield
REGIONS: Baccarat Region

Description: Brave slime-knights who live for a fight. Although resistant to attack spells, they are susceptible to support spells.

**88: INFERNAL ARMOUR**

HP: 85	MP: 0
M: 0	D: 83
L: 86	D: 86
EXP: 90	GP: 19

NORMAL ITEM: Iron armour
RARE ITEM: Steel broadsword
REGIONS: Trodain Castle

Description: Ambulatory suits of cursed armour. Beware their swords. When driven into the ground, they can stun a group of adversaries with powerful lightning bolts.

**95: PUPPET PLAYER**

HP: 100	MP: 0
M: 0	D: 72
L: 92	D: 50

NORMAL ITEM: Medicinal herb
RARE ITEM: Scholar's specs
REGIONS: Baccarat Region, East Argonia, Unnamed Isle

Description: A strangely theatrical monster. Performs a carefully prepared puppet show, entitled 'Love Story', that stirs up the enemy in all sorts of ways.

**89: DRAGONTHORN**

HP: 164	MP: 0
M: 0	D: 90
L: 95	D: 55
EXP: 101	GP: 25

NORMAL ITEM: Medicinal herb
RARE ITEM: Thorn whip
REGIONS: Trodain Castle

Description: Thorny rose bushes turned into monsters by Dholimagus. Whenever one is killed, another is born to take its place.

**96: SPITNIK**

HP: 100	MP: 0
M: 0	D: 88
L: 90	D: 50

NORMAL ITEM: Boomerang
RARE ITEM: Moon's mercy
REGIONS: Baccarat Region

Description: The dazzling bodies of these monsters burn as fiercely as the surface of the sun. They spew fire at their enemies.

**97: BOOKIN FLETCHER**

Description: Capable of firing huge volleys of poisoned arrows simultaneously, these monsters also carry antidotal herbs in case they accidentally stick themselves.

LEVEL 23

EXP 86

NORMAL ITEM

Antidotal herb

RARE ITEM

Hunter's bow

REGIONS

Baccarat Region, East Argonia, Unnamed Isle

**104: SKELETON SOLDIER**

Description: Former knights enslaved by the power of the Lord of Darkness. Loyal to the core, they continue to fight even in death.

LEVEL 26

EXP 93

NORMAL ITEM

Titan belt

RARE ITEM

Steel broadsword

REGIONS

Northwest Isle, Holy Isle of Neos, Unnamed Isle, Savella Area

**98: VENOM WASP**

Description: Damages foes with poison needles while adroitly dodging incoming attacks. Rumour has it that a sting from this monster can cause paralysis.

LEVEL 13

EXP 89

NORMAL ITEM

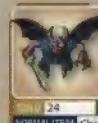
Moonwort bulb

RARE ITEM

Poison needle

REGIONS

Baccarat Region, Unnamed Isle

**105: HAWK MAN**

Description: Nocturnal monsters that can freely fly through the air. Their preferred style of attack is to dive-bomb enemies from high altitude.

LEVEL 24

EXP 100

NORMAL ITEM

Chimaera wing

RARE ITEM

Copper sword

REGIONS

Kingdom of Tridein, Land of the Moles, Ocean

**99: ORC**

Description: Boar-like monsters with masterful spear technique. Their Achilles heel is their low agility.

LEVEL 31

EXP 94

NORMAL ITEM

Medicinal herb

RARE ITEM

Iron lance

REGIONS

Baccarat Region, Unnamed Isle

**106: TAP DEVIL**

Description: Famous for their fancy footwork, these monsters use a variety of dance attacks during battle. See if you can spot them all!

LEVEL 21

EXP 78

NORMAL ITEM

Devil's cape

RARE ITEM

Devil's tail

REGIONS

East Argonia, Holy Isle of Neos, Unnamed Isle

**100: NIGHT EMPEROR**

Description: A nocturnal monster that occasionally appears alongside goodybags in forested areas.

LEVEL 46

EXP 93

NORMAL ITEM

Wine of bat

RARE ITEM

Gold ring

REGIONS

Baccarat Region, East Argonia, Holy Isle of Neos, Savella Area, Areas Accessible By Air

**107: MUSHROOM MAGE**

Description: Man-eating mushroom monsters that live in shady forests. They cast ice magic to freeze unwary travellers and then use them as fertilizer.

LEVEL 13

EXP 75

NORMAL ITEM

Red mould

RARE ITEM

Waterweed mould

REGIONS

East Argonia, Northwest Isle, Unnamed Isle, Holy Isle of Neos

**101: TREVIL**

Description: Said to carry Yggdrasil leaves in their treetops, these monsters have the ability to resurrect fallen comrades.

LEVEL 17

EXP 95

NORMAL ITEM

Strong medicine

RARE ITEM

Yggdrasil leaf

REGIONS

Baccarat Region, West Argonia, Unnamed Isle, East Argonia

**108: REDTAIL HIPSTER**

Description: A cruel race of demons that cast instant-death spells in an attempt to consign their foes to an early grave.

LEVEL 56

EXP 92

NORMAL ITEM

Wing of bat

RARE ITEM

Thorn whip

REGIONS

Holy Isle of Neos, Unnamed Isle

**102: BATTLE BEETLE**

Description: The armoured pink carapaces of these insect monsters are highly resistant to physical attacks and spells. Try using magic to lower their defence before attacking.

LEVEL 22

EXP 96

NORMAL ITEM

Templar's shield

RARE ITEM

Iron helmet

REGIONS

Baccarat Region, Unnamed Isle

**109: JUMPING JACKAL**

Description: Vicious beasts whose obsession with bodybuilding has turned them into even more formidable foes. Use spells to level the playing field.

LEVEL 32

EXP 103

NORMAL ITEM

Magic beast hide

RARE ITEM

Assassin's dagger

REGIONS

Baccarat Region, West Argonia, Unnamed Isle

**103: LUMP SHAMAN**

Description: Obnoxious magicians with a penchant for casting spells to confuse their opponents. For an easier battle, stop their magic with a well-placed spell of your own.

LEVEL 32

EXP 90

NORMAL ITEM

Red mould

RARE ITEM

Wizard's staff

REGIONS

Northwest Isle

**110: GOLD GOLEM**

Description: Golden creatures that have taken it upon themselves to protect the Holy Isle of Neos and the Goddess statue erected there.

LEVEL 726

EXP 54

NORMAL ITEM

Gold brazier

RARE ITEM

Gold ring

REGIONS

Holy Isle of Neos, Areas Accessible By Air

**111: KING SLIME**

FAMILY SLIME

Description: The result of many small slimes fusing together and bestowing themselves with a crown. A slime with royal aspirations!

NORMAL ITEM: Slime earrings
RARE ITEM: Slime crown

REGIONS: Baccarat Region, Unnamed Isle, Areas Accessible By Air

112: IRON SCORPION

FAMILY SCORPION

Description: The iron carapaces of these fearsome creatures are virtually impervious to sword attacks, but they are susceptible to explosive spells.

NORMAL ITEM: Iron nail

RARE ITEM: Farmer's scythe

REGIONS: West Argonia, East Argonia, Unnamed Isle, Desert

**113: TOXIC ZOMBIE**

FAMILY ZOMBIE

Description: Undead corpses that live in poisonous swamps. If you have a hard time hitting them, try psyching up first.

NORMAL ITEM: Antidote herb

RARE ITEM: Wayfarer's clothes

REGIONS: Holy Isle of Neos, Northwest Isle, Unnamed Isle, West Argonia

**114: LESSER DEMON**

FAMILY DEMON

Description: Fearsome demons capable of channeling the power of the underworld into a dazzling light attack.

NORMAL ITEM: Red mould

RARE ITEM: Gold bracer

REGIONS: Northwest Isle

**115: VOLPONE**

FAMILY VOLPONE

Description: Aristocrats of the monster world. Famed for doing the Hustle Dance when in dire trouble to tip the balance of a battle in their favour.

NORMAL ITEM: Leather cape

RARE ITEM: Templar's sword

REGIONS: Holy Isle of Neos, Unnamed Isle

**116: BOMBOULDER**

FAMILY BOMBOULDER

Description: They often appear uninterested when first encountered, but, in reality, they are merely biding their time, waiting for the best moment to attack.

NORMAL ITEM: Stone hatchet

RARE ITEM: Rockbomb shard

REGIONS: Baccarat Region, West Argonia, Unnamed Isle, Cape West of Pickham, Areas Accessible By Air

**117: SKULLRIDER**

FAMILY SKULLRIDER

Description: Ninja-like monsters that execute rapid turns and rush their opponents' legs in an attempt to trip them up.

NORMAL ITEM: Medicinal herb

RARE ITEM: Bandana

REGIONS: West Argonia, East Argonia, Unnamed Isle

**118: HADES CONDOR**

FAMILY CONDOR

Description: A crafty monster that quietly observes its enemies to determine the weakest member of a party. Beware its talons.

NORMAL ITEM: Strung medicine
RARE ITEM: Eagle dagger

REGIONS: West Argonia, Ocean, Holy Isle of Neos

**119: FROGMAN**

FAMILY FROGMAN

Description: Frog-monsters with strange patterns covering their bodies. When provoked to reveal the human faces on their backs, they can use powerful spells and ice attacks which damage the whole party.

NORMAL ITEM: Waterweed mould

RARE ITEM: Cool cheese

REGIONS: West Argonia, East Argonia, Unnamed Isle

**120: MIMIC**

FAMILY MIMIC

Description: To all appearances, these monsters look like nothing more than normal treasure chests. Try to open one, however, and the joke's on you. Beware the learsome mimic!

NORMAL ITEM: Iron nail

RARE ITEM: Seed of strength

REGIONS: Unnamed Isle, Pirate's Cove

**121: MAGIC DUMBBELL**

FAMILY DUMBBELL

Description: In groups, these otherwise silly-looking monsters are capable of playing melodies that can lull even experienced adventurers.

NORMAL ITEM: Red mould

RARE ITEM: Rapier

REGIONS: Sevella Area, West Argonia, Cape West of Pickham, East Argonia

**122: GARGOYLE**

FAMILY GARGOYLE

Description: Masters of the air, these monsters take flight on their leathery wings and attack foes from above.

NORMAL ITEM: Strong medicine

RARE ITEM: Steel broadsword

REGIONS: West Argonia, East Argonia

**123: MAGIC MARIONETTE**

FAMILY MARIONETTE

Description: Famed for launching into a strange dance that steals opponents' MP before running off. Although not particularly strong, these monsters can be quite annoying.

NORMAL ITEM: Iron nail

RARE ITEM: Slime earrings

REGIONS: West Argonia, East Argonia

**124: NOTSO MACHO**

FAMILY NOTSO MACHO

Description: A monster whose enormous, flabby body and lolling tongue belie its intelligence. Generally uses spells to raise its attack power before unleashing a powerful strike.

NORMAL ITEM: Medicinal herb

RARE ITEM: Gold bracer

REGIONS: East Argonia

BESTIARY

125: LUMP WIZARD		FAMILY: HUMANOID	
HP: 108	Infinite	MP: 0	EXP: 112
MP: 87		DEF: 72	
ATK: 72		CRIT: 22	
NORMAL ITEM		RARE ITEM	
Holy water		Wizard's staff	
REGIONS		West Argonia, East Argonia	

132: HOODLUM		FAMILY: HUMANOID	
HP: 113	Infinite	MP: 0	EXP: 106
MP: 97		DEF: 97	
ATK: 126		CRIT: 23	
NORMAL ITEM		RARE ITEM	
Tough guy tattoo		Iron axe	
REGIONS		East Argonia, Savella Area, Cape West of Pickham	

126: Berserker		FAMILY: HUMANOID	
HP: 120	Infinite	MP: 0	EXP: 118
MP: 9		DEF: 119	
ATK: 106		CRIT: 87	
NORMAL ITEM		RARE ITEM	
Kite shield		Iron axe	
REGIONS		West Argonia	

133: HOCUS CHIMAERA		FAMILY: MONSTER	
HP: 108	Infinite	MP: 0	EXP: 115
MP: 8		DEF: 106	
ATK: 108		CRIT: 97	
NORMAL ITEM		RARE ITEM	
Chimaera wing		Magic water	
REGIONS		East Argonia, Arcadia Region, Royal Hunting Ground, Rydon's Tower	

127: BULLDOZER		FAMILY: BEAST	
HP: 151	Infinite	MP: 0	EXP: 117
MP: 5		DEF: 125	
ATK: 90		CRIT: 50	
NORMAL ITEM		RARE ITEM	
Cowpat		Plain cheese	
REGIONS		East Argonia, Savella Area	

134: DEMONRIDER		FAMILY: BEAST	
HP: 126	Infinite	MP: 0	EXP: 131
MP: 9		DEF: 111	
ATK: 98		CRIT: 81	
NORMAL ITEM		RARE ITEM	
Copper sword		Cron cheese	
REGIONS		Savella Area, Desert, East Argonia	

128: Ghoul		FAMILY: ZOMBIE	
HP: 182	Infinite	MP: 0	EXP: 98
MP: D		DEF: 102	
ATK: 43		CRIT: 56	
NORMAL ITEM		RARE ITEM	
Antidotal herb		Gold ring	
REGIONS		East Argonia	

135: KILLER MOTH		FAMILY: INSECT	
HP: 84	Infinite	MP: 0	EXP: 116
MP: 8		DEF: 94	
ATK: 91		CRIT: 70	
NORMAL ITEM		RARE ITEM	
Brennet powder		Antidotal herb	
REGIONS		Savella Area, Royal Hunting Ground	

129: Shade		FAMILY: ELEMENTAL	
HP: 85	Infinite	MP: 0	EXP: 78
MP: 0		DEF: 95	
ATK: 70		CRIT: 50	
NORMAL ITEM		RARE ITEM	
Rennet powder		Wings of bat	
REGIONS		East Argonia, Savella Area, Ocean	

136: JABBERWOCKEE		FAMILY: HUMANOID	
HP: 645	Infinite	MP: 13	EXP: 318
MP: 178		DEF: 130	
ATK: 78		CRIT: 78	
NORMAL ITEM		RARE ITEM	
Special medicine		Steel broadsword	
REGIONS		Cape West of Pickham, Rydon's Tower	

130: Lethal Armour		FAMILY: MECHANICAL	
HP: 145	Infinite	MP: 0	EXP: 124
MP: 20		DEF: 151	
ATK: 70		CRIT: 36	
NORMAL ITEM		RARE ITEM	
Soldier's sword		Heavy armour	
REGIONS		East Argonia, Desert	

137: Jab		FAMILY: HUMANOID	
HP: 90	Infinite	MP: 65	EXP: 110
MP: 65		DEF: 85	
ATK: 110		CRIT: 81	
NORMAL ITEM		RARE ITEM	
Moonwort bulb		Iron helmet	
REGIONS		Cape West of Pickham, Rydon's Tower	

131: King Cureslime		FAMILY: SLIME	
HP: 180	Infinite	MP: 0	EXP: 136
MP: 149		DEF: 60	
ATK: 50		CRIT: 40	
NORMAL ITEM		RARE ITEM	
Armor seco essence		Yggdrasil dew	
REGIONS		East Argonia, Rydon's Tower, Trolls' Maze, Black Citadel, Areas Accessible By Air	

138: Ber		FAMILY: HUMANOID	
HP: 75	Infinite	MP: 9	EXP: 71
MP: 9		DEF: 83	
ATK: 110		CRIT: 23	
NORMAL ITEM		RARE ITEM	
Rock salt		Iron armour	
REGIONS		Cape West of Pickham, Rydon's Tower	

**139: Kee**

Description: The pompous right arm of the mighty Jabberwockie. Never misses a chance to guff-trip jab, ber, and wac into thanking it for its healing ability.

NORMAL ITEM: Antidotal herb

RARE ITEM: Steel broadsword

REGIONS: Cape West of Pickham, Rydon's Tower

140: Woe

Description: The egotistical left arm of the mighty Jabberwockie. Constantly on the lookout for a chance to use its magic to speed itself up and flee.

NORMAL ITEM: Medicinal herb

RARE ITEM: Iron shield

REGIONS: Cape West of Pickham, Rydon's Tower

**141: Silenus**

Description: These monsters use their horripes to herd wild sheep to lush green pastures. Their flocks are utterly devoted to them.

NORMAL ITEM: Magic beast hide

RARE ITEM: Fur hood

REGIONS: Savella Area

**142: Robo-Robin**

Description: Bird-shaped killing machines. When attacks reduce their HP to a certain level, they self-destruct in an attempt to take their foes with them.

NORMAL ITEM: Iron nail

RARE ITEM: Iron cuirass

REGIONS: Arcadia Region, Savella Area, Cape West of Pickham

**143: Puppet Master**

Description: The undisputed master of puppeteers. The distinctive fire-spewing chimaera puppet is an original creation.

NORMAL ITEM: Chimaera wing

RARE ITEM: Dancer's costume

REGIONS: Arcadia Region, Cape West of Pickham

**144: Death Scorpion**

Description: A monstrous scorpion that sends unwary travellers to an early grave. Highly resistant to fire-based spells.

NORMAL ITEM: Antidotal herb

RARE ITEM: Poison needle

REGIONS: Desert

**145: Jackal Ripper**

Description: Born fighters, these monsters are masters of the Thin Air attack and highly resistant to air-based spells.

NORMAL ITEM: Titan belt

RARE ITEM: Assassin's dagger

REGIONS: Arcadia Region, Royal Hunting Ground

**146: Iron Rhino**

Description: A silver beetle-monster. Protected by its iron-hard carapace, it can shatter boulders with a headbust.

NORMAL ITEM: Farmer's scythe

RARE ITEM: Iron helmet

REGIONS: Arcadia Region, Rydon's Tower

**147: Dancing Flame**

Description: The physical manifestations of the flames of a subterranean volcano. Fond of using their scorching breath to give adventurers a warm reception!

NORMAL ITEM: Bandit's grass skirt

RARE ITEM: Spicy cheese

REGIONS: Desert, Black Citadel

**148: Blood Mummy**

Description: Recent converts to the cult of the Lord of Darkness. Use magic to fell them quickly before they have a chance to curse you.

NORMAL ITEM: Bandana

RARE ITEM: Red mould

REGIONS: Dark Ruins

**149: Phantom Swordsman**

Description: Acolytes of the Lord of Darkness that gave their own lives in sacrifice. Their flesh is gone, but their faith remains to fuel their hunger for battle.

NORMAL ITEM: Armor sinc essence

RARE ITEM: Magic water

REGIONS: Dark Ruins

**150: Hacksaurus**

Description: Giant axe-toting dragons. Fond of using their scorching flame-breath to roast hapless travellers.

NORMAL ITEM: Dragon scale

RARE ITEM: Dragon dung

REGIONS: Arcadia Region, Royal Hunting Ground

**151: Bone Baron**

Description: Aristocratic monsters. Using their spear tips, they trace their family crest in the air and unleash a powerful magical attack.

NORMAL ITEM: Iron shield

RARE ITEM: Holy lance

REGIONS: Arcadia Region, Dark Ruins

**152: Swinging Hipster**

Description: Green devils that make their homes in remote areas. They curse their foes with the point of a finger.

NORMAL ITEM: Medicinal herb

RARE ITEM: Spangled dress

REGIONS: Arcadia Region

DESTINY

153: ORC KING	
HP: 748	EXP: 154
ATK: 111	DEF: 132
MND: 117	SPD: 74
NORMAL ITEM: Magic beast hide	
RARE ITEM: Long spear	REGIONS: Arcadia Region, Rydon's Tower, Royal Hunting Ground

Description: Although these monsters appear to be vicious and unthinking barbarians, they're actually masters of a spell that can resurrect fallen comrades.

160: FREEZEFLY	
HP: 136	EXP: 160
ATK: 30	DEF: 30
MND: 107	SPD: 120
NORMAL ITEM: Cowpatty	
RARE ITEM: Dragon dung	REGIONS: Blizzard Peaks, Herb Grotto

Description: Fly monsters that have a full command of the strongest ice magic. They live in cold areas, where they feast upon the frozen flesh of dead animals and unfortunate travellers.

154: SOULSPAWN	
HP: 73	EXP: 158
ATK: 8	DEF: 0
MND: 95	SPD: 76
NORMAL ITEM: Mognymort bulb	
RARE ITEM: Elixir elixir	REGIONS: Dark Ruins, Rydon's Tower

Description: A clump of souls fused into a hideous ball. These monsters are highly resistant to magic, so psyche up before attacking.

161: DARK SLIME	
HP: 97	EXP: 87
ATK: 16	DEF: 16
MND: 138	SPD: 87
NORMAL ITEM: Medicinal herb	
RARE ITEM: Magical hat	REGIONS: Godbird's Eye (Dark), Farebury Region, Unnamed Isle, Untrodden Groves, Pickham Region, Mavilla Region, Baccari Region, Arcadia Region, East Argonia, Areas Accessible by Air, World of Darkness

Description: A slime from the World of Darkness who has mastered the Slime Spank, a secret attack technique used only by slimes. A fearsome foe indeed.

155: GRYPHON	
HP: 161	EXP: 167
ATK: 15	DEF: 141
MND: 107	SPD: 91
NORMAL ITEM: Chimaera wing	
RARE ITEM: Razor wing boomerang	REGIONS: Arcadia Region, Rydon's Tower

Description: Silent and intimidating bird-creatures that like to prevent their foes from using magic before attacking them with their razor-sharp talons.

162: FROSTBURN	
HP: 113	EXP: 199
ATK: 10	DEF: 99
MND: 115	SPD: 78
NORMAL ITEM: Magic water	
RARE ITEM: Chilly cheese	REGIONS: Blizzard Peaks, Herb Grotto

Description: Said to be the soul of a man betrayed by his lover. The terrible pain of her decet froze his heart and turned him into a vengeful monster.

156: GOLEM	
HP: 225	EXP: 237
ATK: 6	DEF: 177
MND: 131	SPD: 131
NORMAL ITEM: Bernstein powder	
RARE ITEM: Titan belt	REGIONS: Arcadia Region, Rydon's Tower

Description: Risen from the remnants of a magnificent ancient city. A visceral nostalgia for the days of old led bricks from the ruins to spontaneously reassemble themselves into human form.

163: HELLDOWN	
HP: 164	EXP: 108
ATK: 16	DEF: 16
MND: 123	SPD: 123
NORMAL ITEM: Medicinal herb	
RARE ITEM: Magic beast hide	REGIONS: Blizzard Peaks, Herb Grotto

Description: Once ordinary wolves, now enslaved by an evil power. These unfortunate creatures tend to band together and live in packs.

157: FALLEN PRIEST	
HP: 130	EXP: 183
ATK: 50	DEF: 50
MND: 103	SPD: 90
NORMAL ITEM: Magic vestment	
RARE ITEM: Steel scythe	REGIONS: Dark Ruins

Description: Former priests of the cult of the Lord of Darkness. Their enslaved souls remain on earth to punish those who dare intrude into the Dark Ruins.

164: TROLL	
HP: 625	EXP: 210
ATK: 0	DEF: 66
MND: 310	SPD: 51
NORMAL ITEM: Tough guy tattoo	
RARE ITEM: Sledgehammer	REGIONS: Arcadia Region, Isolated Plateau, Dark Ruins, Trolls' Maze

Description: Gruesome giants with grotesque smiles. They love to pound the enemy with their massive clubs, and, with their high HP, can take just as much damage as they deal.

158: DEAD RINGER	
HP: 128	EXP: 68
ATK: 20	DEF: 108
MND: 115	SPD: 95
NORMAL ITEM: Chilly cheese	
RARE ITEM: Scholar's specs	REGIONS: Blizzard Peaks

Description: A bell made of ice. Those unfortunate enough to hear its chilling death-knell are frozen solid.

165: ICE QUEEN	
HP: 221	EXP: 186
ATK: 0	DEF: 126
MND: 124	SPD: 124
NORMAL ITEM: Fishnet stockings	
RARE ITEM: Staff of divine wrath	REGIONS: Blizzard Peaks

Description: A tension queen found in snowy mountain regions. Few can survive her Cool Breath when she's fully psych'd up!

159: LIVING STATUE	
HP: 266	EXP: 506
ATK: 0	DEF: 100
MND: 162	SPD: 90
NORMAL ITEM: Stone hardhat	
RARE ITEM: Ruby of protection	REGIONS: Rydon's Tower

Description: Originally created by a renowned Arcadian sculptor, these statues were so exquisite that they took on lives of their own.

166: ABOMINAPE	
HP: 186	EXP: 202
ATK: 0	DEF: 128
MND: 110	SPD: 110
NORMAL ITEM: Giant mallet	
RARE ITEM: Chilly cheese	REGIONS: Blizzard Peaks

Description: Ape monsters with fur as white as a blizzard. They pack snow into iceballs and furiously hurl them at enemies. Needless to say, their temper is hotter than their habitat.

**167: BEELZEBUZ**

Description: Fly monsters that feast upon the flesh of fallen dragons. They are rightly feared as insect versions of boulders.

NORMAL ITEM	Cowpar
RARE ITEM	Dragon dung
REGIONS	Dragon Graveyard

168: KILLING MACHINE

Description: Invented by the infamous Dr. Dorte, these killing machines don't feel pity, remorse, or fear. Once activated, they will not stop until every living creature within range has been terminated.

NORMAL ITEM	Iron cleaver
RARE ITEM	Steel broadsword
REGIONS	Blizzard Peaks, Dragon Graveyard, Herb Grotto

169: ICICKLER

Description: Ferocious ice-warriors born and raised in the deep mountain snow. Said to display a chilling hatred of all things warm.

NORMAL ITEM	Titan belt
RARE ITEM	Poison moth knife
REGIONS	Blizzard Peaks, Herb Grotto

170: SHADOW

Description: Born from the darkness, these creatures jump from shadow to shadow to sneak up on foes. They are completely unaffected by physical attacks.

NORMAL ITEM	Bronze knife
RARE ITEM	Iron mask
REGIONS	Godbird's Evie (Dark), Maella Region, Farebury Region, Kingdom of Trodain, Kingdom of Ascantha, Pickham Region, Cape West of Pickham, West Argonia, Blizzard Peaks, World of Darkness

171: METAL KING SLIME

Description: Travellers who happen to encounter this monster can't help chuckling. And if they're fortunate enough to defeat it, they can't stop smiling.

NORMAL ITEM	Slime crown
RARE ITEM	Orechalcum
REGIONS	Unhidden Groves, Dragon Graveyard, Black Citadel, Areas Accessible By Air, Unknown

172: FROST WYVINE

Description: Born from silver frost, these ice-monsters live to punish those who hate snow and blizzards.

NORMAL ITEM	Dragon scale
RARE ITEM	Chain whip
REGIONS	Blizzard Peaks, Herb Grotto

173: ELYSIUM BIRD

Description: Beautiful masters of the skies. Beware their resistance to support spells and their ability to heal multiple allies simultaneously.

NORMAL ITEM	Eagle dagger
RARE ITEM	Ruby of protection
REGIONS	Isolated Plateau, Godbird's Evie, Areas Accessible By Air

**174: DRAGURN**

Description: Pot-bellied monsters known for their scaly coats, which repel fire- and ice-based attacks.

NORMAL ITEM	Dragon dung
RARE ITEM	Dragon scale
REGIONS	Isolated Plateau, Dragon Graveyard, Godbird's Evie

**175: SMACKER**

Description: Strange monsters that surround themselves with magic barriers to deflect spells. They are also associated with good luck; it is said that any who encounter them are sure to find true love.

NORMAL ITEM	Moonstone bulb
RARE ITEM	Waterweed mould
REGIONS	Isolated Plateau, Dragon Graveyard, Godbird's Evie, Pirate's Cove

**176: ZOMBIE GLADIATOR**

Description: A fearsome foe with multiple arms. Specialises in using several different weapons simultaneously! Tactically astute, and quick to exploit individual weakness.

NORMAL ITEM	Battle-axe
RARE ITEM	Steel broadsword
REGIONS	Isolated Plateau, Pirate's Cove, Godbird's Evie

**177: STONE GOLEM**

Description: A stone giant, formed from a headstone deep within the Dark Ruins that absorbed an evil soul and turned into a monster.

NORMAL ITEM	Strong medicine
RARE ITEM	Rockbomb shard
REGIONS	Isolated Plateau, Godbird's Evie

**178: DARK CONDOR**

Description: An evil bird-monster that flies through the skies of the World of Darkness. Casts powerful healing magic on itself and its allies when close to defeat.

NORMAL ITEM	Chimera wing
RARE ITEM	Wing of bat
REGIONS	Godbird's Evie (Dark), Desert, Farebury Region, Blizzard Peaks, Unnamed Isle, World of Darkness

**179: MUCHO MACHO**

Description: An overweight warrior with a penchant for using magic to double its attack power. Fights like a real mucho macho.

NORMAL ITEM	Strong medicine
RARE ITEM	Magical hat
REGIONS	Isolated Plateau, Godbird's Evie

**180: DARK SKELETON**

Description: These dedicated and fiercely loyal monsters stand against humanity.

NORMAL ITEM	Moonwort bulb
RARE ITEM	Bronze shield
REGIONS	Godbird's Evie (Dark), World of Darkness, Farebury Region, Unnamed Isle, Areas Accessible By Air

181: DARK MACARBOUR		<small>FAMILY: PLANT</small>
234	0	Description: A fearsome tree of death. In the World of Darkness, trees grow from leaves rather than seeds, sprouting branches first and roots last.
0	188	
126	126	
59	EXP 333	
<small>NORMAL ITEM</small>	Strong medicine	
<small>RARE ITEM</small>	Yggdrasil leaf	
<small>REGIONS</small>	World of Darkness, Kingdom of Thodain, Kingdom of Ascantha, Amadie Region, Baccarat Region	

188: WAR GRYPHON		<small>FAMILY: BEAST</small>
239	20	Description: These monsters combine the strengths of four-legged and winged creatures. Use physical attacks to defeat them as they are highly resistant to spells.
0	172	
110	110	
59	EXP 305	
<small>NORMAL ITEM</small>	Chimera wing	
<small>RARE ITEM</small>	Spicy cheese	
<small>REGIONS</small>	Isolated Plateau, Areas Accessible By Air	

182: TYRANTOSAURUS		<small>FAMILY: DRAGON</small>
208	0	Description: A dragon warrior. Use magic to defend yourself against fire, lest you be consumed by their searing flame breath.
0	187	
146	146	
300	300	
57	EXP 283	
<small>NORMAL ITEM</small>	Dragon scale	
<small>RARE ITEM</small>	Iron axe	
<small>REGIONS</small>	Isolated Plateau, Dragon Graveyard, Godbird's Eyrie	

189: DARK TURKEY		<small>FAMILY: BIRD</small>
210	12	Description: Once able to fly freely, these fearsome birds descended from the skies long ago to become swordsmen on terra firma. They taunt their foes by calling them 'chickens'.
0	158	
129	129	
110	110	
73	EXP 309	
<small>NORMAL ITEM</small>	Garter	
<small>RARE ITEM</small>	Dream blade	
<small>REGIONS</small>	Godbird's Eyrie (Dark), World of Darkness, Farbury Region, Kingdom of Ascantha, Kingdom of Thodain, Pickham Region, East Argonia, Baccarat Region, Alexandria Region, Areas Accessible By Air	

183: DEMON THUNDERER		<small>FAMILY: DEMON</small>
179	0	Description: This foul demon is completely resistant to thunder-based attacks. Said to be a physical form of thunder itself.
0	132	
138	138	
97	97	
48	EXP 250	
<small>NORMAL ITEM</small>	Devil's tail	
<small>RARE ITEM</small>	Wizard's staff	
<small>REGIONS</small>	Isolated Plateau, Pirate's Cove, Godbird's Eyrie	

190: HELIGATOR		<small>FAMILY: BEAST</small>
512	0	Description: A flying alligator creature that uses its enormous weight to body-slam unwary foes into submission.
0	223	
96	96	
75	75	
138	EXP 617	
<small>NORMAL ITEM</small>	Hairband	
<small>RARE ITEM</small>	Scale armour	
<small>REGIONS</small>	Isolated Plateau, Areas Accessible By Air	

184: DARK STAR		<small>FAMILY: ELEMENT</small>
236	12	Description: A tiny star system from the World of Darkness. Emits an eerie light that makes enemies more vulnerable to spells.
195	195	
135	135	
66	EXP 301	
<small>NORMAL ITEM</small>	Medicinal herb	
<small>RARE ITEM</small>	Edged broadsword	
<small>REGIONS</small>	Godbird's Eyrie (Dark), Pickham Region, Alexandria Region, Land of the Moles, Untridden Groves, East Argonia, Blizzard Peaks	

191: DARK DULLAHAN		<small>FAMILY: BEAST</small>
293	0	Description: A warrior beheaded in battle and risen again as a monster. Said to occasionally summon dark condors.
0	195	
342	342	
185	185	
158	EXP 526	
<small>NORMAL ITEM</small>	Antidotal herb	
<small>RARE ITEM</small>	Zombie maul	
<small>REGIONS</small>	Godbird's Eyrie (Dark), Maella Region, Farbury Region, Arcadia Region, East Argonia, Kingdom of Thodain	

185: DARK MINISTER		<small>FAMILY: DEMON</small>
193	16	Description: Loyal creatures that have dedicated their lives to evil.
16	163	
177	177	
101	EXP 316	
<small>NORMAL ITEM</small>	Leather cape	
<small>RARE ITEM</small>	Saint's ashes	
<small>REGIONS</small>	Godbird's Eyrie (Dark), Alexandria Region, Farbury Region	

192: KILLER CROAKER		<small>FAMILY: EEL</small>
185	14	Description: Frog monsters with two faces. The sight of the demonic faces on their backs is widely regarded as an omen of death by adventurers.
102	102	
126	126	
16	EXP 166	
<small>NORMAL ITEM</small>	Wateneed mould	
<small>RARE ITEM</small>	Bandana	
<small>REGIONS</small>	Untridden Groves, Godbird's Eyrie, Areas Accessible By Air	

186: GRIM RIDER		<small>FAMILY: HORSE</small>
236	9	Description: They may not look it, but the grim riders' donkeys are monsters in their own right. They are utterly dedicated to their riders.
184	184	
110	110	
72	EXP 304	
<small>NORMAL ITEM</small>	Holy lance	
<small>RARE ITEM</small>	Musical hat	
<small>REGIONS</small>	Isolated Plateau, Godbird's Eyrie	

193: HIGH ROLLER		<small>FAMILY: BEAST</small>
294	20	Description: The number of eyes hidden underneath their masks constantly changes during battle. When they roll a six, expect to see a boulder join the fray.
148	148	
118	118	
101	101	
67	EXP 245	
<small>NORMAL ITEM</small>	Leather hat	
<small>RARE ITEM</small>	Prayer ring	
<small>REGIONS</small>	Untridden Groves, Godbird's Eyrie, Areas Accessible By Air	

187: DARK SEA-DIVA		<small>FAMILY: DIVA</small>
236	25	Description: Born from the toxic sludge of the dark seas. Prevents foes from attacking by singing funny songs and making them laugh.
188	98	
98	98	
61	EXP 287	
<small>NORMAL ITEM</small>	Wateneed mould	
<small>RARE ITEM</small>	Leather cape	
<small>REGIONS</small>	World of Darkness, Godbird's Eyrie (Dark)	

194: DARKODILE		<small>FAMILY: REPTILE</small>
593	0	Description: A heligator that somehow lost its way, ended up in the World of Darkness, and began a new life as a darkodile.
241	241	
96	96	
48	48	
138	EXP 637	
<small>NORMAL ITEM</small>	Hairband	
<small>RARE ITEM</small>	Scale armour	
<small>REGIONS</small>	Godbird's Eyrie (Dark), World of Darkness, Alexandria Region, West Argonia, Kingdom of Ascantha, Maella Region, Baccarat Region	



195: CYCLOPS

HP

0

354

112

84

49

EXP

445

NORMAL ITEM Armor seco essence
RARE ITEM Giant mallet
REGIONS Untrodden Groves, Areas Accessible By Air, Trolls' Maze**Description:** A one-eyed giant possessing incredible strength, fond of splitting the skulls of enemies with a swing of its enormous club.

196: BLOODY HAND

HP

192

0

159

123

102

12

EXP

146

NORMAL ITEM Medicinal herb
RARE ITEM Gold ring
REGIONS Untrodden Groves, Godbird's Eryte, Areas Accessible By Air**Description:** Nightmarish creatures born from blood spilt on killing fields. They plunge battlefields into turmoil by beckoning other monsters into the fray.

197: SNAPPDRAGON

HP

436

30

171

116

193

53

EXP

356

NORMAL ITEM Thorn whip
RARE ITEM Spiked steel whip
REGIONS Untrodden Groves, Areas Accessible By Air, Trolls' Maze**Description:** Strange monsters that are animated forms of cursed rose bushes. They entwine enemies in thorny vines, then incinerate them with powerful fire spells.

198: BUFFALOGRE

HP

380

0

216

186

104

120

EXP

363

NORMAL ITEM Red mould
RARE ITEM Iron cuirass
REGIONS Untrodden Groves**Description:** A ferocious and powerful golden monster that grows even stronger when fighting alongside its friend, mohawker.

199: MOHAWKER

HP

344

35

304

170

355

160

EXP

518

NORMAL ITEM Watered mould
RARE ITEM Iron shield
REGIONS Untrodden Groves**Description:** A silver-coloured comrade of buffalogore. This monster fights tactically, using powerful healing magic to turn the tide of battle in its favour.

200: ARCHDEMON

HP

340

45

753

165

310

62

EXP

418

NORMAL ITEM Rockbomb shard
RARE ITEM Battle fork
REGIONS Black Citadel, Kingdom of Ascantha, Farebury Region, West Argonia, Holy Isle of Neos**Description:** Fearsome demons capable of casting some truly explosive spells. Some theorise that these monsters are the adult form of minidemons.

201: BOBONGA

HP

483

0

240

148

80

64

EXP

376

NORMAL ITEM Dragon dung
RARE ITEM Fresh milk
REGIONS Black Citadel, Kingdom of Ascantha, Farebury Region, East Argonia, Arcadia Region**Description:** An overweight and cautious dragon. When threatened, it takes a swing of armor seco essence from its jar to restore its HP.

202: CAPED CAPERER

HP

0

148

150

138

51

EXP

199

NORMAL ITEM Boxer shorts
RARE ITEM Devil's tail
REGIONS Black Citadel, Kingdom of Ascantha, Farebury Region, Baccarat Region, Kingdom of Trodain**Description:** These dancers of the netherworld once played a central role in the rituals performed in honour of the Lord of Darkness. Experts in a wide variety of dance steps.

203: CLAWS

HP

283

0

201

153

379

75

EXP

386

NORMAL ITEM Iron helmet
RARE ITEM Assassin's dagger
REGIONS Untrodden Groves, Northwest Isle, Unnamed Isle, West Argonia, Holz Isle of Neos, Black Citadel**Description:** Aggressive monsters covered from head to toe in hard scales. They use magic to lower enemy defences before moving in for the kill.

204: BOSS TROLL

HP

700

0

278

79

80

56

EXP

426

NORMAL ITEM Special medicine
RARE ITEM Premium mould
REGIONS Trolls' Maze, Kingdom of Ascantha, Alexandria Region, Black Citadel, Arcadia Region, Desert**Description:** Leaders of the troll world. Their imposing bulk translates into a massive amount of HP. Resistant to damage and difficult to defeat.

205: MIMIC KING

HP

340

Infinite

231

226

533

71

EXP

402

NORMAL ITEM Iron nail
RARE ITEM Seed of wisdom
REGIONS Farebury Region, Kingdom of Ascantha, Kingdom of Trodain, Blizzard Peaks, Arcadia Region, Black Citadel**Description:** Treasure chests brought as tribute to the Black Citadel, transformed by the power of the Lord of Darkness into vicious monsters.

206: FOWLFIGHTER

HP

355

Infinite

245

165

150

60

EXP

376

NORMAL ITEM Garter
RARE ITEM Bastard sword
REGIONS Untrodden Groves, East Argonia, Unnamed Isle, Black Citadel, Kingdom of Ascantha**Description:** Bird-like monsters that patrol the halls of the Black Citadel. They carry swords consecrated by the Lord of Darkness himself.

207: DULLAHAN

HP

313

24

237

265

109

48

EXP

378

NORMAL ITEM Leather cape
RARE ITEM Steel shield
REGIONS Maella Region, Kingdom of Ascantha, Kingdom of Trodain, Black Citadel, East Argonia, Baccarat Region**Description:** Talented and trusted monsters that serve as guardians. They are powerful indeed, with no weak points to speak of.

208: GIGANTES

HP

710

0

285

148

36

EXP

511

NORMAL ITEM Amor seco essence
RARE ITEM Elf elixir
REGIONS Black Citadel, Areas Accessible By Air, Maella Region**Description:** The fury of the Lord of Darkness taken physical form as a powerful monster. Combines sheer size and strength with an overwhelming hatred for anything human.

**209: FROU-FROU**

FAMILY: DRAGON

Description: This giant dragon swings its enormous tail to wallop multiple foes simultaneously.

57

EXP: 396

NORMAL ITEM

Magic beast hide

RARE ITEM

Dragon scale

REGIONS

Black Citadel, Alexandria Region, Maella Region, Northwest Isle, Baccarat Region

210: STONE GUARDIAN

FAMILY: MATERIAL



Description: A statue from the Black Citadel, risen to protect the Lord of Darkness in answer to devout believers' prayers.

58

EXP: 422

NORMAL ITEM

Rock salt

RARE ITEM

Mighty armlet

REGIONS

Black Citadel, Maella Region, Alexandria Region, East Argonia, Pickham Region

**211: WIGHT PRIEST**

FAMILY: ZOMBIE

Description: An apostle of the Lord of Darkness who sacrificed his own life in order to serve his master. Calls upon other monsters to fight alongside him during difficult battles.

59

EXP: 396

NORMAL ITEM

Magic vestment

RARE ITEM

Rune staff

REGIONS

Black Citadel, Alexandria Region, Farebury Region, Arcadia Region, Kingdom of Ascantha

**212: HELL GLADIATOR**

FAMILY: ZOMBIE

Description: Powerful warriors, enslaved and imprisoned by the power of the Lord of Darkness long ago.

60

EXP: 416

NORMAL ITEM

Hades' helmet

RARE ITEM

Platinum sword

REGIONS

Black Citadel, Baccarat Region, Pickham Region

**213: DARK MOTH**

FAMILY: BUG

Description: Few travellers survive an encounter with these foul monsters, as every beat of their dark wings fills the air with a poisonous powder.

61

EXP: 226

NORMAL ITEM

Rennet powder

RARE ITEM

Saint's ashes

REGIONS

Farebury Region, Alexandria Region, Kingdom of Trodain, Maella Region, Land of the Moles, Pickham Region, Baccarat Region, Arcadia Region

**214: DARK GRYPHON**

FAMILY: FIREBIRD

Description: Firebirds born phoenix-like from raging infernos. Capable of exhaling an incinerating breath. Totally resistant to any fire-based attack.

62

EXP: 411

NORMAL ITEM

Bunny tail

RARE ITEM

Saint's ashes

REGIONS

Alexandria Region, Kingdom of Ascantha, Unnamed Isle, East Argonia, Holy Isle of Neus, Pickham Region

**215: DARK SABRECAT**

FAMILY: ANIMAL

Description: Ferocious shadowcats that prowl through the darkness. It is said that no one who sets eyes on a dark sabrecat ever lives to tell the tale.

63

EXP: 507

NORMAL ITEM

Leather hat

RARE ITEM

Saint's ashes

REGIONS

Farebury Region, Kingdom of Ascantha, Unnamed Isle, Arcadia Region, East Argonia, Pickham Region, Areas Accessible By Air

**216: HELL NOPPER**

FAMILY: UNKNOWN

Description: A strange pair of monsters living together in a symbiotic relationship. Said to drop an exceedingly rare pair of shoes when defeated.

64

EXP: 579

NORMAL ITEM

Moon's mercy

RARE ITEM

Elevating shoes

REGIONS

Unknown...

**217: DARK DEVILDOG**

FAMILY: DOG

Description: These powerful dog-monsters are a handful in their own right, but become even more difficult to defeat when they call upon hell's gatekeepers for help.

65

EXP: 398

NORMAL ITEM

Iron headgear

RARE ITEM

Cute bracer

REGIONS

Unknown...

**218: HEAVY HOOD**

FAMILY: UNKNOWN

Description: Murderous monsters that slipped into another world during their search for prey. When in a state of high tension, they can fell even experienced adventurers with a single chop of their axes.

66

EXP: 423

NORMAL ITEM

Velvet cape

RARE ITEM

Pirate's hat

REGIONS

Unknown...

**219: HELL STALKER**

FAMILY: ZOMBIE

Description: Fearsome demon-creatures belched from the depths of hell. It is said that they leave an eternal killing field in their bloody wake.

67

EXP: 406

NORMAL ITEM

Magic water

RARE ITEM

Demon whip

REGIONS

Unknown...

**220: SILHOUETTE**

FAMILY: ELEMENTAL

Description: Almost nothing is known about these mysterious and phantasmal monsters who have a penchant for luring travellers to their death with an evil dance.

68

EXP: 176

NORMAL ITEM

Rennet powder

RARE ITEM

Saint's ashes

REGIONS

Unknown...

**221: DEMOCROBOT**

FAMILY: UNKNOWN

Description: The mighty combined form of the head of state, the body politic, the right wing, and the left wing... er, left wing. Feared for its mastery of lightning magic.

69

EXP: 1830

NORMAL ITEM

Seed of magic

RARE ITEM

Gold nugget

REGIONS

Unknown...

**222: HEAD OF STATE**

FAMILY: HIGHWORLD

Description: The self-proclaimed brains of the team. Capable of casting both lightning-based and healing spells. Boasts of being elected by its fellow party members. In reality, it was handled the position by their father.

70

EXP: 520

NORMAL ITEM

Soft cheese

RARE ITEM

Thinking cap

REGIONS

Unknown...

**223: BODY POLITIC**

HP 564

MP 0

Attack 185

Defense 170

Speed 168

EXP 510

NORMAL ITEM	Hard cheese
RARE ITEM	Magic armour
REGIONS	Unknown...

Description: The huge and sluggish body politic resists all but the most dedicated attacks.

**224: RIGHT WING**

HP 508

MP 0

Attack 180

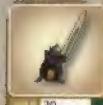
Defense 164

Speed 113

EXP 290

NORMAL ITEM	Chunky cheese
RARE ITEM	Bastard sword
REGIONS	Unknown...

Description: Famed for chuckling evilly during battle. In reality, chuckles evilly all the time.

**225: LEFT WING**

HP 396

MP 0

Attack 163

Defense 139

Speed 118

EXP 280

NORMAL ITEM	Highly-strung cheese
RARE ITEM	Power shield
REGIONS	Unknown...

Description: Incessantly complains about the activities of the right wing, body politic, and head of state, but lacks the motivation to actually do anything about it.

**226: PANDORA'S BOX**

HP 405

MP 255

Attack 368

Defense 310

Speed 130

EXP 560

NORMAL ITEM	Recovery ring
RARE ITEM	Orichalcum
REGIONS	Unknown...

Description: Like a demented jack-in-the-box, this well-camouflaged monster loves to surprise unwary travellers. Often carries precious materials that can be used in the alchemy pot.

**227: WIGHT KING**

HP 456

MP 64

Attack 794

Defense 136

Speed 125

EXP 477

NORMAL ITEM	Saint's ashes
RARE ITEM	Skull ring
REGIONS	Unknown...

Description: Once a king amongst men. Killed during a crusade. His bitter soul bears a grudge to this very day.

**228: INVISIBLE SWORDSMAN**

HP 511

MP 0

Attack 314

Defense 178

Speed 128

EXP 502

NORMAL ITEM	Dark robe
RARE ITEM	Rusty old sword
REGIONS	Unknown...

Description: A knight that traded his physical body for the power of the Lord of Darkness. Lobs his sword high in the air to call down a divine punishment upon his foes.

**229: HELLSPAWN**

HP 107

MP 9

Attack 156

Defense 134

Speed 121

EXP 389

NORMAL ITEM	Woolly grass
RARE ITEM	Cloak of evasion
REGIONS	Unknown...

Description: Undead creatures that torment enemies with an array of powerful and destructive breath attacks. Psyche up if you want any hope of landing a solid hit.

**230: BELIAL**

HP 720

MP 60

Attack 389

Defense 154

Speed 134

EXP 523

NORMAL ITEM	Tough guy tattoo
RARE ITEM	Battle fork
REGIONS	Unknown...

Description: A general in the army of the underworld. Already powerful in its own right, after psyching up its attacks can injure entire parties with a single strike.

**231: SOLARIS**

HP 457

MP 0

Attack 331

Defense 203

Speed 139

EXP 468

NORMAL ITEM	Moonwort bulb
RARE ITEM	Seed of skill
REGIONS	Unknown...

Description: A mad planet with evil ambitions. Calls forth meteor storms to destroy any who dare oppose it.

**232: GREAT TROLL**

HP 1610

MP 0

Attack 415

Defense 66

Speed 181

EXP 679

NORMAL ITEM	Medicinal herb
RARE ITEM	Seed of skill
REGIONS	Trolls' Maze, Unknown...

Description: An incredibly destructive monster with an attack power almost beyond imagination. Said to carry extremely rare seeds.

**233: UNHOLY BISHOP**

HP 412

MP 58

Attack 153

Defense 140

Speed 181

EXP 619

NORMAL ITEM	Spangled dress
RARE ITEM	Velvet cape
REGIONS	Unknown...

Description: Fearsome magicians who hold the power of life and death in their cruel hands. Masters of magic, they are adept at casting every form of spell.

**234: HELL'S GATEKEEPER**

HP 625

MP 0

Attack 354

Defense 225

Speed 185

EXP 662

NORMAL ITEM	Platinum mail
RARE ITEM	Ruinous shield
REGIONS	Unknown...

Description: A monster that stands guard at the gates to the netherworld. Calls forth an elysium bird to drive your monster team back into reserve.

**235: CROCODOG**

HP 1070

MP 0

Attack 386

Defense 168

Speed 718

EXP 718

NORMAL ITEM	Leather shield
RARE ITEM	Seed of skill
REGIONS	Unknown...

Description: An enormous, airborne alligator creature with a cruel smile and a vicious chomp. Beware its powerful body-slam attack.

**236: KHALAMARI KID**

HP 44

MP 0

Attack 64

Defense 51

Speed 43

EXP 37

NORMAL ITEM	Waterweed mould
RARE ITEM	Oaken club
REGIONS	Kingdom of Ascantha, Pickham Region, Ocean

Description: The juvenile form of the same type of monsters as Khalamari. Often tries to play with the enemy instead of attacking them.

**237: SEE URCHIN**

Description: A healer of the sea. Will often flee immediately after healing an injured comrade. Can be quite difficult to hit.

20

EXP 24

HP 16

MP 4

DEF 20

ATT 4

CRIT 45

EVAS 45

DOD 20

ACC 20

SPD 20

AGI 20

LUCK 20

INT 20

STR 20

CON 20

FAT 20

SPC 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

CHA 20

LIV 20

SPE 20

MAG 20

STR 20

CON 20

WIS 20

251: SEA DRAGON	
HP: 133	EXP: 114
MP: 24	
Attack: 105	
Defense: 80	
Speed: 85	
NORMAL ITEM	Dragon scale
RARE ITEM	Scholar's specs
REGIONS	Ocean

Description: Fearsome monsters of the deep sea. Capable of using Gigalash to dazzle enemies. Remarkably agile and hard to hit.

252: FOUL ANCHOR	
HP: 47	EXP: 121
MP: 15	
Attack: 109	
Defense: 84	
Speed: 64	
NORMAL ITEM	Iron lance
RARE ITEM	Farmer's scythe
REGIONS	Ocean

Description: Fearsome and angry wharf-monsters. Use spells to attack them, as weapons have little or no effect on their tough steel bodies.

253: POISON EEL	
HP: 110	EXP: 116
MP: 0	
Attack: 125	
Defense: 94	
Speed: 79	
NORMAL ITEM	Medicinal herb
RARE ITEM	Snakeskin whip
REGIONS	Ocean

Description: A monster resembling an enormous sea snake. Highly venomous, these monsters use their fearsome appearance to confuse enemies during battle.

254: SIREN	
HP: 113	EXP: 123
MP: 16	
Attack: 77	
Defense: 86	
Speed: 63	
NORMAL ITEM	Coral hairpin
RARE ITEM	Wizard's staff
REGIONS	Ocean

Description: Evil mermaids that seduce and lure unwary sailors to their deaths with the tantalising promise of Puff-Puff delights.

255: MERKING	
HP: 186	EXP: 278
MP: 32	
Attack: 169	
Defense: 115	
Speed: 86	
NORMAL ITEM	Antidotal herb
RARE ITEM	Medicinal herb
REGIONS	Pirate's Cove

Description: An elite among mermen. The hard scales covering its body bestow complete resistance to fire-based spells. Beware of their high attack power.

261: GEYZER	
HP: 175	EXP: 107
MP: 20	
Attack: 93	
Defense: 14	
Speed: 74	
NORMAL ITEM	Seed of strength
RARE ITEM	N/A
REGIONS	Waterfall Cave

Description: A bitter and vengeful merman who has long sought the torture feller responsible for dropping a crystal ball on his head.

256: SEASUR	
HP: 181	EXP: 194
MP: 0	
Attack: 145	
Defense: 90	
Speed: 81	
NORMAL ITEM	Dragon scale
RARE ITEM	Mercury's bandana
REGIONS	East Argonia

Description: Masters of breath-based attacks, these monsters use their fearful roar to intimidate enemies.

257: OCTAVIAN PIRATE	
HP: 285	EXP: 290
MP: 16	
Attack: 153	
Defense: 128	
Speed: 89	
NORMAL ITEM	Iron shield
RARE ITEM	Iron lance
REGIONS	Pirate's Cove

Description: Long feared by sailors, these monsters use their vicious lances and lightning-fast reflexes to deprive unwary ships of treasure.

258: RIPTIDE	
HP: 235	EXP: 531
MP: 13	
Attack: 186	
Defense: 136	
Speed: 78	
NORMAL ITEM	Dagger
RARE ITEM	Scale armour
REGIONS	Pirate's Cove

Description: A fearsome fighter of the seas with razor-sharp claws. Capable of spinning its body like a propeller to cut the enemy to ribbons.

259: TENTACULAR	
HP: 507	EXP: 503
MP: 20	
Attack: 178	
Defense: 60	
Speed: 85	
NORMAL ITEM	Medicinal herb
RARE ITEM	Full moon ring
REGIONS	Ocean

Description: Rulers of the deep sea, these monsters boast incredible vitality. Generally speaking, they are nearly impossible to defeat with physical attacks alone.

260: ABYSS DIVER	
HP: 230	EXP: 255
MP: 21	
Attack: 168	
Defense: 99	
Speed: 87	
NORMAL ITEM	Watertwig mould
RARE ITEM	Spicy cheese
REGIONS	Ocean

Description: Ferocious and hungry sea monsters. They wait in deep waters for ships to pass overhead, then launch themselves toward the surface to sink them.

SELECTED BOSS MONSTERS

The following section contains just a smattering of the bosses in the game. Part of the enjoyment of playing this game is deciphering the strengths and weaknesses of the bosses, so be cautious when entering any boss fight!

261: GEYZER	
HP: 175	EXP: 107
MP: 20	
Attack: 93	
Defense: 14	
Speed: 74	
NORMAL ITEM	Seed of strength
RARE ITEM	N/A
REGIONS	Waterfall Cave

Description: A bitter and vengeful merman who has long sought the torture feller responsible for dropping a crystal ball on his head.

262: KHALAMARI	
HP: 360	EXP: 311
MP: 28	
Attack: 293	
Defense: 93	
Speed: 77	
NORMAL ITEM	N/A
RARE ITEM	N/A
REGIONS	Ocean

Description: Although temporarily transformed into a ferocious brute by Dhoulmagus's enchantments, Khalamar is actually quite a kind fellow at heart. At one time he planned to open his own comedy club.

BESTIARY

**263: TORTURED SOUL**

FAMILY: ZOMBIE

Description: The cursed spirit of the abbot of the former abbey, which was destroyed after being stricken by the plague. Slaying this poor creature put an end to many centuries of suffering.

NORMAL ITEM

Gold rosary

RARE ITEM

N/A

REGIONS

Ruined Abbey

264: TRAP BOX

FAMILY: MATERIAL



Description: A monster that carries the precious Venus' tear in its mouth. Its guiding motivation appears to be its obsession with priceless jewels and treasures.

NORMAL ITEM

Venus' tear

RARE ITEM

N/A

REGIONS

Swordsman's Labyrinth

265: DON MOLE

FAMILY: BEAST



Description: A self-proclaimed artist and music lover. Unfortunately for those around him, his love for music doesn't necessarily mean he's any good at it.

NORMAL ITEM

N/A

RARE ITEM

N/A

REGIONS

Mole Hole

266: SOUL MOLE

FAMILY: BEAST



Description: Don Mole's loyal henchmen. Willing to endure anything for their boss... Except listening to his music, that is.

NORMAL ITEM

N/A

RARE ITEM

N/A

REGIONS

Mole Hole

267: ARGON LIZARD

FAMILY: DRAGON



Description: Long hunted for their precious Argon hearts, these monsters run at the first sight of humans.

NORMAL ITEM

Argon heart

RARE ITEM

N/A

REGIONS

Royal Hunting Ground

268: GREAT ARGON LIZARD

FAMILY: DRAGON



Description: The largest and most impressive Argon lizard. Its Argon heart is said to be pretty huge!

NORMAL ITEM

Great big Argon heart

RARE ITEM

N/A

REGIONS

Royal Hunting Ground

**273: RED HORN**

FAMILY: BEAST

HP	1100
MP	0
DAM	278
DEF	144

NORMAL ITEM

Strong medicine

RARE ITEM

Seed of strength

REGIONS

Unnamed Isle, Dragon Graveyard

HP	1200
MP	10
DAM	245
DEF	173

NORMAL ITEM

Strong antidote

RARE ITEM

Seed of wisdom

REGIONS

Unnamed Isle, Dragon Graveyard

**274: BLUE FANG**

FAMILY: BEAST

HP	3800
MP	0
DAM	320
DEF	152

NORMAL ITEM

Seed of skill

RARE ITEM

N/A

REGIONS

World of Darkness

HP	300
MP	0
DAM	330
DEF	160

NORMAL ITEM

Hades' helm

RARE ITEM

Mirror armour

REGIONS

Black Citadel, Unknown...

**284: MEGLADON**

FAMILY: UNKNOWN

HP	520
MP	0
DAM	200
DEF	145

NORMAL ITEM

Yggdrasil dew

RARE ITEM

N/A

REGIONS

Black Citadel

HP	0
MP	0
DAM	300
DEF	110

NORMAL ITEM

Orychalcum

RARE ITEM

N/A

REGIONS

Black Citadel

HP	3000
MP	0
DAM	510
DEF	120

NORMAL ITEM

2480

RARE ITEM

N/A

REGIONS

Black Citadel

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

0

DAM

2480

DEF

110

FAMILY: UNKNOWN

HP

0

MP

INFAMOUS MONSTERS



ARCHER

HP: 88-183
MP: 15-32
Attack: 58-154
Defense: 56-190
Agility: 38-231
TURNS in Combat: 0.7
MOVES & COGS:
Copper
TEAM: The Angry Archers
Harrowing Arrow
TEAM BONUSES:
Team Max HP +15
Not Quite Human
DEATHMOVES:
N/A
TEAM BONUSES:
Team Max HP +15
LOCATION: Kingdom of Ascantha
CONDITION: None

ARCHFIEND

HP: 926
MP: 38-74
Attack: 364-335
Defense: 132-168
Agility: 102-190
TURNS in Combat: 0.9
MOVES & COGS:
Gold
Far From Heaven
TEAM BONUSES:
N/A
Wait Extra Turn
Untridden Groves
LOCATION: None

ARGES

HP: 677-780
MP: 0
Attack: 256-255
Defense: 112-124
Agility: 94-159
TURNS in Combat: 0.9
MOVES & COGS:
Silver
Club Club
Mind Breaker
TEAM BONUSES:
N/A
Far From Heaven
N/A
DEATHMOVES:
Wait Extra Turn
Untridden Groves In Areas Accessible By Air
LOCATION: None

BIG AL

HP: 226-337
MP: 16-22
Attack: 126-205
Defense: 89-113
Agility: 72-183
TURNS in Combat: 1
MOVES & COGS:
Copper
The Psyche Wards
TEAM BONUSES:
Tension Boost
The Aqua Marines
DEATHMOVES:
N/A
TEAM BONUSES:
Team Defence +30
LOCATION: E Argonia
CONDITION: None

SHARPSHOOTER

TITLE: SHARPSHOOTER
SPECIES: BOOBY BOWFIER
FAMILY: HUMANOID

Comments: Sharpshooter a.k.a Archer has a more useful selection of attacks than its kin, including Snooze spells and the Multishot ability. However, it is still hampered by low HP.

Many monsters have stats that are not fixed because they rise along with the level of your party leader. Note that these stats reflect the stats they will bring to your team: many Team Monsters have higher stats when they fight your party during the scouting process.

Turns in combat is only relevant when you use the Call Team command in a normal battle. Add together the Turns in Combat field for all three numbers, then round off to the nearest whole number. This determines how long your team will stay on the field. The well extra turn team bonus adds 1 to this number.

The Teams are special monster teams to which the monster belongs. See the "Special Monster Teams" chapter to find out what other monsters are needed to fill out the team and unlock the bonuses.

BLADEWOLF

HP: 441-541
MP: 0
Attack: 208-278
Defense: 101-138
Agility: 90-160
TURNS in Combat: 1.2
MOVES & COGS:
Silver
Just Beastly
TEAM BONUSES:
N/A
TEAM BONUSES:
Team Attack +15
LOCATION: Uncharted Isle on the southwest part of the world map
CONDITION: After defeating Monster Arena Rank D

BLIZAG JR.

HP: 190-235
MP: 12-16
Attack: 118-190
Defense: 82-155
Agility: 95-134
TURNS in Combat: 0.8
MOVES & COGS:
Copper
Demerged Elements
Elemental Storm
TEAM BONUSES:
N/A
LOCATION: Blizzard Peaks
CONDITION: None

BLIZAG JR.

HP: 271
MP: 10-29
Attack: 146-187
Defense: 81-200
Agility: 90-217
TURNS in Combat: 0.5
MOVES & COGS:
Copper
The Blade Runners
Triple Swords
TEAM BONUSES:
N/A
The Zombobops
DEATHMOVES:
N/A
TEAM BONUSES:
Team Max HP +30
LOCATION: Northwest Isle
CONDITION: None

BONES

HP: 226-337
MP: 16-22
Attack: 126-205
Defense: 89-113
Agility: 72-183
TURNS in Combat: 1
MOVES & COGS:
Copper
The Psyche Wards
TEAM BONUSES:
Tension Boost
The Aqua Marines
DEATHMOVES:
N/A
TEAM BONUSES:
Team Defence +30
LOCATION: E Argonia
CONDITION: None

OLD SOLDIER

TITLE: OLD SOLDIER
SPECIES: SKELETON
FAMILY: ZOMBIE

Many monsters have stats that are not fixed because they rise along with the level of your party leader. Note that these stats reflect the stats they will bring to your team: many Team Monsters have higher stats when they fight your party during the scouting process.

Turns in combat is only relevant when you use the Call Team command in a normal battle. Add together the Turns in Combat field for all three numbers, then round off to the nearest whole number. This determines how long your team will stay on the field. The well extra turn team bonus adds 1 to this number.

The Teams are special monster teams to which the monster belongs. See the "Special Monster Teams" chapter to find out what other monsters are needed to fill out the team and unlock the bonuses.

BRICKMAN

HP: 260-745
MP: 0
Attack: 132-297
Defense: 85-302
Agility: 37-165
Turns in Combat: 0.7

EXP: 275

TEAM	55
DEATHMOVE	Silver
TEAM	My Three Golems
DEATHMOVE	The Golemator
TEAM BONUSES	N/A
TEAM	Materialistic
DEATHMOVE	N/A
TEAM BONUSES	Wait Extra Turn
LOCATION	Marella Region

TITLE: BRICKLAYER
SPECIES: GOLEM
FAMILY: MATERIAL

Comments: Bricklayer a.k.a. Brickman is unique among the Golems; as its stats don't increase like the others. Like the other Golems, Brickman is a solid attacker and a key part of the all-Golem team, but it will spend some of its turns psyching up instead of attacking.

CONDITION: None

BRONTES

HP: 764-964
MP: 0
Attack: 374-282
Defense: 161-166
Agility: 88-99
Turns in Combat: 1

EXP: 381

TEAM	75
DEATHMOVE	Gold
TEAM	Two Eyes
DEATHMOVE	Sapper Slappers
TEAM BONUSES	Wait Extra Turn
TEAM	Club Club
DEATHMOVE	Mind Breaker
TEAM BONUSES	N/A
LOCATION	Isolated Plateau

TITLE: GIANTES GUARDSMAN
SPECIES: GIANTES
FAMILY: DEMON

Comments: Gigantes Guardsman a.k.a. Brontes is a top-class monster that delivers consistently powerful attacks. Like Steropes, its partner in team Two Eyes, Brontes is a bit of a marshmallow with lots of HP but only average defense.

TEAM: Far From Heaven
DEATHMOVE: N/A
TEAM BONUSES: Wait Extra Turn
CONDITION: Day only

BUSH-W.

HP: 562-617
MP: 0
Attack: 189-232
Defense: 138-176
Agility: 100-240
Turns in Combat: 0.9

EXP: 326

TEAM	83
DEATHMOVE	Silver
TEAM	The Hackers
DEATHMOVE	Typhoon's Maul
TEAM BONUSES	N/A
TEAM	Not Quite Human
DEATHMOVE	N/A
TEAM BONUSES	Team Max HP +15
LOCATION	Kingdom of Ascantha on small Isle

TITLE: BUSHWHACKER
SPECIES: BEAVERKER
FAMILY: HUMANOID

Comments: Bushwhacker a.k.a. Bush-W. is a powerful, quick, and reliable attacker. Bush-W. is also a particularly good choice in combination with other axe-wielding monsters.

CONDITION: None

CAPERS

HP: 281-665
MP: 0
Attack: 196-303
Defense: 85-205
Agility: 90-227
Turns in Combat: 1

EXP: 300

TEAM	Team Goodnight
DEATHMOVE	Drege
TEAM	N/A
DEATHMOVE	The Blade Runners
TEAM BONUSES	Triple Swords
LOCATION	Kingdom of Ascantha

TITLE: FANTOM OF CHOPERA
SPECIES: PHANTOM FENCER
FAMILY: ZOMBIE

Comments: Fantom of Chopera a.k.a. Capers is a deadly attacker that can be scouted early in the game. It attacks reliably, often using a sword attack that causes good damage. As a sword-wielding, zombie/nocturnal creature, it fits into three special teams

TEAM: N/A
DEATHMOVE: The Zombebops
TEAM BONUSES: N/A
CONDITION: Night only; appears after defeating Monster Arena Rank F

CLIO

HP: 131-289
MP: 48-99
Attack: 36-50
Defense: 83-131
Agility: 163-233
Turns in Combat: 0.6

EXP: 120

TEAM	48
DEATHMOVE	Silver
TEAM	The Aqua Marines
DEATHMOVE	N/A
TEAM BONUSES	Team Defence +30
LOCATION	Unnamed Isle

TITLE: COLOSSAL CLONE
SPECIES: SEE ANGEL
FAMILY: AQUATIC

Comments: With recovery spells like Zing and Multiheal and a naturally high agility (further boosted by Accelerate), Colossal Clone a.k.a. Clio can be a very effective healer. However, this monster doesn't have enough HP to survive for long in any Monster Arena battles beyond the first few ranks.

TITLE: BUFFALO BILL
SPECIES: BULLFINCH
FAMILY: BEAST

TEAM	21
DEATHMOVE	Copper
TEAM	Just Beastly
DEATHMOVE	N/A
TEAM BONUSES	Team Attack +15
LOCATION	Alexandria Region

Comments: Buffalo Bill a.k.a. Cowboy is a simple and straightforward attacker. Its attacks grow significantly along with your Hero's level, but they'll always be at the low end of the scale.

TITLE: ANGEL OF CURING
SPECIES: CURESLIME
FAMILY: SLIME

TEAM	72
DEATHMOVE	Silver
TEAM	Slime Therapy
DEATHMOVE	Multihail
TEAM BONUSES	Team Max HP x2
TEAM	Trauma Centre
DEATHMOVE	Omnihail
TEAM BONUSES	Team Max HP x2
TEAM	The King and Us
DEATHMOVE	Maximaster
TEAM BONUSES	Team Max HP x2
LOCATION	Two areas in Arcadia Region

Comments: Angel of Curing a.k.a. Curer is an enhanced version of Healer who uses Fullheal and Multiheal instead of the weaker versions. It is quite resilient for a healer, and can function well solo or in a wide variety of teams with Healer and other slimes.

TEAM: Wizards of Z
DEATHMOVE: Zingslinger
TEAM BONUSES: Team Max HP x2
Slime Power
TEAM: N/A
DEATHMOVE: Team Max HP x2
TEAM BONUSES: After defeating Monster Arena Rank F

CYBOT

HP: 525-635
MP: 0
Attack: 210-250
Defense: 175-275
Agility: 125-225
Turns in Combat: 1.2

EXP: 336

TEAM	121
DEATHMOVE	Silver
TEAM	The Blade Runners
DEATHMOVE	Triple Swords
TEAM BONUSES	N/A
TEAM	Clank and Spank
DEATHMOVE	Metal Panic
TEAM BONUSES	N/A
LOCATION	Blizzard Peaks

TITLE: ATTACK BOT MK II
SPECIES: KILLING MACHINE
FAMILY: MACHINE

Comments: Attack Bot Mk II a.k.a. Cybot is virtually identical to Robborg, but with slightly better stats. Still, if one Killing Machine is good, two are better, and three are nearly unstoppable!

TEAM: Triple Trouble
DEATHMOVE: Stream Killer Attack
TEAM BONUSES: N/A
CONDITION: After defeating Monster Arena Rank D

DEADNOBLE

HP: 618-490
MP: 6
Attack: 158-260
Defense: 116-280
Agility: 68-207
Turns in Combat: 0.9

EXP: 224

LEVEL: 89	TEAM: Copper
DEATHBONUSES: N/A	TEAM: The Javelinas
DEATHMOVE: N/A	TEAM: Jolly Jousters
TEAM: TEAM BONUSES: N/A	TEAM: The Nightriders
DEATHMOVE: TEAM: Riders' Carnival	TEAM: Copper
TEAM: TEAM BONUSES: N/A	TEAM: Just Beasty
LOCATION: Northwest Isle	TEAM: TEAM ATTACK +15

DOLDRUMS

HP: 130-239
MP: 6-28
Attack: 109-178
Defense: 132-212
Agility: 105-244
Turns in Combat: 1

LEVEL: 56	TEAM: Copper
DEATHBONUSES: TEAM: Valentine's Day	TEAM: Love Typhoon
DEATHMOVE: N/A	TEAM: Not Quite Human
TEAM: TEAM BONUSES: N/A	TEAM: Team Agility +15
DEATHMOVE: TEAM: Not Quite Human	TEAM: Team Max HP +15
TEAM: TEAM BONUSES: N/A	LOCATION: Isolated Plateau

DOUG

HP: 210-259
MP: 0
Attack: 101-119
Defense: 103-138
Agility: 70-102
Turns in Combat: 0.7

LEVEL: 52	TEAM: Copper
DEATHBONUSES: TEAM: Just Beasty	TEAM: TEAM ATTACK +15
DEATHMOVE: N/A	LOCATION: Land of the Moles
TEAM: TEAM BONUSES: N/A	

DUMBKING

HP: 403-620
MP: 24
Attack: 168-216
Defense: 86-191
Agility: 81-125
Turns in Combat: 0.9

LEVEL: 21	TEAM: Copper
DEATHBONUSES: TEAM: The Blade Runners	TEAM: Triple Swords
DEATHMOVE: N/A	TEAM: Not Quite Human
TEAM: TEAM BONUSES: N/A	TEAM: Team Max HP +15
DEATHMOVE: TEAM: Not Quite Human	LOCATION: E Arizona

TITLE: KING OF DUMBIRIA
SPECIES: NOTSO SMART
FAMILY: HUMANOID

Comments: King of Dumbira a.k.a. Dumbking is a great choice for the early and middle rank fights in the Monster Arena. Its attacks are strong, plus it can cast the Oomph spell. The target of Oomph is chosen at random, but the effect is powerful and remains from round to round.

CONDITION: None

LOCATION: None

TEAM: None

Foul Fowl

A small, brown bird-like creature with a crest and a long beak.	HP: 381 MP: 0 Attack: 143 Defense: 116 Agility: 64-115 Turns in Combat: 1.1
LEVEL 33 EXP: 181	
TEAM: Copper	
DEATHMONK: The Blade Runners	
TEAM BONUSES: Triple Swords	
N/A	
TEAM: The Asian Attackers	
DEATHMONK: N/A	
TEAM BONUSES: Team Agility +30	
LOCATION: Baccarat Region	

TITLE: RAGING ROOSTER
SPECIES: FOWLFIGHTER
FAMILY: BIRD

Comments: There is nothing exceptional about Raging Rooster a.k.a. Foul Fowl, except perhaps the ease with which you can find and capture it. This is a fine choice for filling out the third sword-wielder slot in your version of the Blade Runners team.

CONDITION: Day only

GOLDMAN

A golden, metallic-looking humanoid figure.	HP: 286-438 MP: 0 Attack: 166-296 Defense: 131-234 Agility: 50-103 Turns in Combat: 0.7
LEVEL 259 EXP: 121	
TEAM: Gold	
DEATHMONK: The Treasure Hunters	
TEAM: Good as Gold	
DEATHMONK: Wait Extra Turn	
TEAM: My Three Golems	
DEATHMONK: The Golemitor	
TEAM BONUSES: N/A	
LOCATION: Italy Isle of Neos	

TITLE: GOLDBRICKER
SPECIES: GOLD GOLEM
FAMILY: MATERIAL

Comments: Golems tend to be great team members, offering consistent attack, high defence and good resistance to spells. They also work well in a variety of interesting teams. Don't forget to battle Goldbricker a.k.a. Goldman for an easy gold monster coin.

TEAM: Materialistic
DEATHMONK: N/A
TEAM BONUSES: Wait Extra Turn
CONDITION: Day only

HACKZILLA

A large, green, blob-like monster with a single eye and a mouth full of sharp teeth.	HP: 145-897 MP: 0 Attack: 53-336 Defense: 19-239 Agility: 18-143 Turns in Combat: 0.9
LEVEL 31 EXP: 103	
TEAM: Silver	
DEATHMONK: The Hackers	
TEAM: Typhonous' Maul	
DEATHMONK: N/A	
TEAM: The Drag Racers	
DEATHMONK: N/A	
TEAM BONUSES: Team Attack +30	
LOCATION: Farbury Region	

TITLE: AKRORAPTOR
SPECIES: AKRORSAURUS
FAMILY: DRAGON

Comments: This is a fantastic Team Monster that is very easy to find. Since its stats rise along with your party's level, Akroraptor a.k.a. Hackzilla is a viable contender right up to the final ranks of the Battle Arena. Its moves include two axe swings and an effective flame breath attack.

CONDITION: None

HAZEL

A small, brown, winged demon with a mischievous grin.	HP: 250-296 MP: 47-64 Attack: 65-71 Defense: 102-120 Agility: 104-132 Turns in Combat: 0.5
LEVEL 68 EXP: 188	
TEAM: Copper	
DEATHMONK: The Fatal Attraction	
TEAM BONUSES: Love Typhoon	
N/A	
DEATHMONK: The Psyche Wards	
TEAM BONUSES: Tension Boost	
N/A	
LOCATION: Pickham Region	

TITLE: FEMME FATALE
SPECIES: WITCH
FAMILY: DEMON

Comments: Femme Fatale a.k.a. Hazel has a wide variety of moves to utilize. Its ability to raise itself to max tension is great, but not when it's followed by Puff-Puff, Fizzle, or some other non-attack move. Hazel does complete several interesting teams, however.

TEAM: Far From Heaven
DEATHMONK: N/A
TEAM BONUSES: Wait Extra Turn
CONDITION: After defeating Monster Arena Rank F

HEALER

A small, white, winged creature with a halo and a cross.	HP: 48-245 MP: 12-95 Attack: 27-152 Defense: 26-248 Agility: 20-242 Turns in Combat: 1.3
LEVEL 26 EXP: 44	
TEAM: Copper	
DEATHMONK: Slime Therapy	
TEAM: Multihel	
DEATHMONK: Team Max HP x2	
TEAM: Trauma Centre	
DEATHMONK: Multihel, Omniheal	
TEAM: Team Max HP x2	
TEAM: The King and Us	
DEATHMONK: Maximaster	
TEAM: Team Max HP x2	
LOCATION: Alexandria Region	

TITLE: FAMILY DOCTOR
SPECIES: HEALSLIME
FAMILY: SLIME

Comments: As the name implies, Family Doctor a.k.a. Healer is primarily a healer that will cast Heal on Midheal as often as it attacks. When combined with other slimes, its healing abilities can become supercharged and many of them affect your party.

TITLE: HOODLED HACKER
SPECIES: HOODLUM
FAMILY: HUMANOID

A hooded figure with a mask and a staff.	HP: 347-631 MP: 0 Attack: 128-209 Defense: 97-239 Agility: 69-176 Turns in Combat: 0.9
LEVEL 56 EXP: 213	
TEAM: Gold	
DEATHMONK: The Hackers	
TEAM: Typhonous' Maul	
DEATHMONK: N/A	
TEAM: Team Goodnight	
DEATHMONK: Dirge	
TEAM BONUSES: N/A	
LOCATION: W Argonia	

Comments: Hooded Hacker a.k.a. Hoodwink is a powerful attacker. It can be somewhat unreliable in combat on occasion, sometimes using a Dazzle-like ability and psyching itself up into inopportune times. On the other hand, Hoodwink can help complete three teams and is easy to find and catch.

TITLE: SLIME CREATOR
SPECIES: KING SLIME
FAMILY: SLIME

A large, blue, spherical slime with a face.	HP: 498 MP: 25 Attack: 145-252 Defense: 78-247 Agility: 35-64 Turns in Combat: 1.3
LEVEL 103 EXP: 261	
TEAM: Gold	
DEATHMONK: The Legends	
TEAM: Big Bang	
DEATHMONK: N/A	
TEAM: Slime Power	
DEATHMONK: N/A	
TEAM BONUSES: Team Max HP x2	
LOCATION: Either W Argonia or E Argonia	

Comments: This mighty king slime is a strong attacker with decent healing abilities. When combined with other monsters, Slime Creator a.k.a. Horri can help complete The Legends team.

TITLE: OLD-SCHOOL DROOLER
SPECIES: WALKING CORPSE
FAMILY: ZOMBIE

A large, pale, walking zombie.	HP: 151-816 MP: 0 Attack: 72-248 Defense: 32-40 Agility: 38-113 Turns in Combat: 0.7
LEVEL 36 EXP: 102	
TEAM: Copper	
DEATHMONK: The Zombobops	
DEATHMONK: N/A	
TEAM: Team Max HP +30	
LOCATION: Pickham Region	

Comments: Old-School Drooler a.k.a. Horri's stats grow as your party grows, which oftentimes results in good HP and attack stats. However, its defence isn't quite up to par and its attacks are not very effective.

JACK FROST



HP: 331-558
MP: 10-12
Attack: 168-219
Defense: 103-151
Agility: 106-137
Turns in Combat: 0.9

MONSTER COUNT: 109

EXP: 528

TEAM: Copper
DEATHMATCH: Demented Elements
TEAM BONUSES: Elemental Storm
LOCATION: N/A

Two areas in Blizzard Peaks

TITLE: BIG BLIZZARD
SPECIES: FROSTBURN
FAMILY: ELEMENTAL

Comments: Big Blizzard a.k.a. Jack Frost is the most powerful elemental. When you combine three specific elementals, they form a team that is virtually impervious to magic. As with Blizgaz, watch out for Thwack when you recruit Jack Frost!

CONDITION: After defeating Monster Arena Rank D

LONELY JOE



HP: 78-266
MP: 0
Attack: 71-328
Defense: 37-262
Agility: 29-153
Turns in Combat: 0.9

MONSTER COUNT: 34

EXP: 96

TEAM: Copper
DEATHMATCH: The Blade Runners
TEAM BONUSES: Triple Swords
LOCATION: N/A

TEAM BONUSES: N/A

TEAM BONUSES: Materialistic

LOCATION: Maella Region

TITLE: HOLLOW KNIGHT
SPECIES: RESTLESS ARMOUR
FAMILY: MATERIAL

Comments: If your party is at a high enough level when you begin to pursue the Monster Arena side quest, Hollow Knight a.k.a. Lonely Joe can be a potent fighter. It's one member of your starting party that you may not need to replace for the first couple of Monster Arena rank fights.

CONDITION: None

JEWELBAG



HP: 215-285
MP: 8-20
Attack: 62-127
Defense: 110-231
Agility: 67-198
Turns in Combat: 1

MONSTER COUNT: 261

EXP: 89

TEAM: Silver
DEATHMATCH: The Treasure Hunters
TEAM BONUSES: Good as Gold
TEAM: Wait Extra Turn
DEATHMATCH: The Psyche Wards
TEAM BONUSES: Tension Boost

TEAM BONUSES: N/A

TEAM BONUSES: Happy Together

TEAM BONUSES: N/A

TEAM BONUSES: N/A

LOCATION: Maella Region on small Isle

TITLE: JEWEL JUGGLER
SPECIES: GOODBYGAR
FAMILY: MATERIAL

Comments: Jewel Juggler a.k.a. Jewelbag fills out a few interesting teams, but it isn't the best choice to use on its own. Even if you don't intend to recruit it, it's well worth fighting Jewelbag for the 261 gold and the Silver Coin that it drops.

TEAM: Materialistic

DEATHMATCH: N/A

TEAM BONUSES: Wait Extra Turn

CONDITION: None

MCHAMMER



HP: 63-179
MP: 0
Attack: 65-163
Defense: 36-113
Agility: 48-92
Turns in Combat: 0.7

MONSTER COUNT: 28

EXP: 53

TEAM: Copper
DEATHMATCH: Not Quite Human
TEAM BONUSES: N/A

TEAM BONUSES: Team Max HP +15

TEAM BONUSES: N/A

TEAM BONUSES: Maella Region

TITLE: MULLET MALLET
SPECIES: BREACHINE
FAMILY: HUMANOID

Comments: Mullet Mallet a.k.a. McHammer isn't the strongest scountable monster. It spends a lot of time psyching itself up, and may at times use this to dish out devastating attacks. However, since it uses its moves at random, it is rarely uses its tension effectively.

CONDITION: None

JOCKEY



HP: 330-359
MP: 0
Attack: 149-201
Defense: 162-244
Agility: 126-248
Turns in Combat: 1.1

MONSTER COUNT: 108

EXP: 169

TEAM: Copper
DEATHMATCH: The Blade Runners
TEAM BONUSES: Triple Swords
TEAM: N/A

TEAM BONUSES: The Nightriders

TEAM BONUSES: Riders' Carnival

TEAM BONUSES: N/A

TEAM BONUSES: Desert

TITLE: BONERACER
SPECIES: SKULLRIDER
FAMILY: DEMON

Comments: Bone Racer a.k.a. Jockey is a fairly strong fighter with high defense. It fits comfortably into three teams, although the Demon bonus of an extra turn only helps when you call your team, making it less helpful in the Monster Arena.

TEAM: Far From Heaven

DEATHMATCH: N/A

TEAM BONUSES: Wait Extra Turn

CONDITION: After defeating Monster Arena Rank D

MECHABUBO



HP: 40-167
MP: 16
Attack: 45-136
Defense: 23-214
Agility: 10-173
Turns in Combat: 0.6

MONSTER COUNT: 14

EXP: 36

TEAM: Copper
DEATHMATCH: Clank and Spank
TEAM BONUSES: Metal Panic
LOCATION: N/A

TEAM BONUSES: N/A

TEAM BONUSES: Farebury Region

TITLE: AUTOMATION AVIATOR
SPECIES: MECHA-MTAHNA
FAMILY: MACHINE

Comments: Automation Aviator a.k.a. Mechabubo's stats grow very slowly, so it's not a great choice to use by itself. However, it can be a valuable addition if you plan to create the Clank and Speak team before you unlock the third Killing Machine.

CONDITION: Day only

KLUB KONG



HP: 162-349
MP: 0
Attack: 109-267
Defense: 53-211
Agility: 81-150

MONSTER COUNT: 23

EXP: 128

TEAM: Copper
DEATHMATCH: Club Club
TEAM BONUSES: Mind Breaker
TEAM: N/A

TEAM BONUSES: Just Beastly

TEAM BONUSES: N/A

TEAM BONUSES: Team Attack +15

LOCATION: Bacalar Region

TITLE: ABOMINABLE APE
SPECIES: GORELLA
FAMILY: BEAST

Comments: Abominable Ape a.k.a. Klub Kong has some very strong attacks, but occasionally wastes a turn doing nothing or using a power attack that frequently misses.

CONDITION: None

METABBLE



HP: 6
MP: 96
Attack: 65-205
Defense: 715-905
Agility: 125-204
Turns in Combat: 1.3

MONSTER COUNT: 18

EXP: 1010

TEAM: Gold
DEATHMATCH: Metal Power
TEAM BONUSES: Magic Burst
TEAM BONUSES: Team Max HP x2

TEAM: The Metal Mob

DEATHMATCH: Multi Wresher (Magic Burst)

TEAM BONUSES: Team Max HP x2

TEAM: Wizards o' Z

DEATHMATCH: Zingzlinger

TEAM BONUSES: Team Max HP x2

LOCATION: Appears in one of four locations: 1. Maella Region on small Isle; 2. Unmarked Isle on the Southeastern part of the Island main; 3. Unmarked Isle; 4. Isolated Plateau in Areas Accessible By Air

TITLE: METAL BABBLE
SPECIES: LIQUID METAL SLIME
FAMILY: SLIME

Comments: With its incredibly high defense, Metal Babble a.k.a. Metabble's 6 HP can go a long way, especially when paired with healing slimes (and it's doubled in a party full of slimes). Unfortunately, the wandering Metabble can be very difficult to find.

TEAM: Mega Metal Maniacs
DEATHMATCH: Magic Burst
TEAM BONUSES: Team Max HP x3
TEAM: Slime Power
DEATHMATCH: N/A
TEAM BONUSES: Team Max HP x2
CONDITION: After defeating Monster Arena Rank B

METALY

TITLE: QUICK SILVER
SPECIES: METAL SLIME
FAMILY: SLIME

HP: 3
MP: 64
Attack: 56-129
Defense: 499-970
Agility: 65-122
Turns in Combat: 1.2

COND: 5 EXP: 135

DEATHMOVE	Gold
TEAM	Slime Time
DEATHMOVE	Slime Spank
TEAM BONUSES	Team Max HP x2
TEAM	Slime Therapy
DEATHMOVE	Multileal
TEAM BONUSES	Team Max HP x2
TEAM	Metal Power
DEATHMOVE	Magic Burst
TEAM BONUSES	Team Max HP x2
TEAM	Team Max HP x2
LOCATION	Appears in one of four locations in Alexandria Region

Comments: Metal slimes can be difficult opponents in the Monster Arena for your foes. A mere 3 HP doesn't provide a large margin of error, but it gets doubled in a party full of slimes. Quick Silver a.k.a. Metaly can make a good special team with nearly any combination of slimes!

NOHI

TITLE: KILLER DIRECTOR
SPECIES: KILLING MACHINE
FAMILY: MACHINE

HP: 630-750
MP: 0
Attack: 225-265
Defense: 200-280
Agility: 125-325
Turns in Combat: 1.3

COND: N/A EXP: 118

DEATHMOVE	496
TEAM	Arena Rank II
DEATHMOVE	The Blade Runners
TEAM BONUSES	Triple Swords
TEAM	N/A
DEATHMOVE	Clank and Spank
TEAM BONUSES	Metal Panic
TEAM	N/A
DEATHMOVE	The Legends
TEAM BONUSES	Big Bang
LOCATION	Either Kingdom of Ascantha on small Isle or Desert in Areas Accessible By Air

Comments: Killer Director a.k.a. Nohi is even more powerful than the other Killing Machines, and fills a role in four powerful teams.

MOPPET

TITLE: PUNCHIN' JUDY
SPECIES: PUPPTEER
FAMILY: HUMANOID

HP: 115-254
MP: 25-54
Attack: 76-191
Defense: 70-170
Agility: 65-163
Turns in Combat: 1.1

COND: 51 EXP: 116

DEATHMOVE	Copper
TEAM	Valentine's Day
DEATHMOVE	N/A
TEAM BONUSES	Team Agility +15
TEAM	Not Quite Human
DEATHMOVE	N/A
TEAM BONUSES	Team Max HP +15
LOCATION	Kingdom of Trodian

Comments: Puppeteers are fun, but characters that rely on status effects are not effective against most enemies in the Monster Arena. Note that if you run Punchin' Judy a.k.a. Moppet alongside Doldrums, you'll receive a double stat boost!

OCTURION

TITLE: OCTAVIUS MAXIMUS
SPECIES: OCTOPUS SENTINEL
FAMILY: AQUATIC

HP: 168-617
MP: 30-67
Attack: 177-239
Defense: 155-196
Agility: 131-202
Turns in Combat: 1.2

COND: 63 EXP: 209

DEATHMOVE	Silver
TEAM	The Javelinas
DEATHMOVE	Jolly Jousters
TEAM BONUSES	N/A
TEAM	The Aqua Marines
DEATHMOVE	N/A
TEAM BONUSES	Team Defence +30
LOCATION	E Arizona

Comments: Octavius Maximus a.k.a. Octurion is one of the best healers in the game. It uses Fullheal often and can pull off a Zing spell in a pinch. Most importantly, Octurion has the HP and defensive fortitude to survive long enough to use these abilities.

NIGHTWING

TITLE: NIGHTSTALKER
SPECIES: NIGHT EMPEROR
FAMILY: DEMON

HP: 271-312
MP: 0
Attack: 90-191
Defense: 81-167
Agility: 55-85
Turns in Combat: 0.8

COND: 89 EXP: 166

DEATHMOVE	Copper
TEAM	Team Goodnight
DEATHMOVE	Dirge
TEAM BONUSES	N/A
TEAM	Far From Heaven
DEATHMOVE	N/A
TEAM BONUSES	Wait Extra Turn
LOCATION	Unnamed Isle

Comments: Nightstalker a.k.a. Nightwing is one of the weaker demons due to its low HP, but its Sweet Breath attack (which puts foes to sleep) can be useful in early ranks. Nightwing can unleash the risky Dirge deathmove when matched with Capers and Hoodwink.

ORCUS

TITLE: WILD SPEARMAN
SPECIES: DRAUGR
FAMILY: BEAST

HP: 321-417
MP: 24-31
Attack: 158-250
Defense: 89-232
Agility: 74-196
Turns in Combat: 1.1

COND: 40 EXP: 151

DEATHMOVE	Copper
TEAM	The Javelinas
DEATHMOVE	Jolly Jousters
TEAM BONUSES	N/A
TEAM	Just Beastly
DEATHMOVE	N/A
TEAM BONUSES	Team Attack +15
LOCATION	Baccarat Region

Comments: If you don't heavily pursue the Monster Arena challenges until after you gain the ship, picking up this heavy-hitter will make the first several ranks seem quite easy. Later on, Wild Spearman a.k.a. Orcus can be useful in a group with the other Javelinas. Like Octurion, Orcus can cast Zing.

ORRID

TITLE: OCHRE OGRE
SPECIES: BUFFALOGRE
FAMILY: BEAST

HP: 613-634
MP: 0
Attack: 244-245
Defense: 138-150
Agility: 104-114
Turns in Combat: 1.1

COND: 103 EXP: 261

DEATHMOVE	Silver
TEAM	The Dynamic Duo
DEATHMOVE	Sapper Slapper
TEAM BONUSES	Team Attack +15
TEAM	Just Beastly
DEATHMOVE	N/A
TEAM BONUSES	Team Attack +15
LOCATION	Isolated Plateau

Comments: Ochre Ogre a.k.a. Orrid is quite powerful and has the ability to psyche up quickly and unleash devastating attacks. In combination with Spike, Orrid is even stronger and the pair form a two-monster team that will serve you well in the high rank fights of the Monster Arena competition.

PA TROLL

HP: 999
MP: 0
Attack: 321-348
Defense: 63-74
Agility: 84-90
Turns in Combat: 1



EXP: 466

Team Bonus	Gold
Team Bonus	Club Club
Deathhouse	Mind Breaker
N/A	Far From Heavens
N/A	Wall Extra Turn
Location	Northwest Isle in Areas Accessible By Air

TITLE: TROLL PATROLLER
SPECIES: BOSS TROLL
FAMILY: DEMON

Comments: Troll Patroller a.k.a. Pa Troll's power comes at a cost, which is a serious lack of defence and agility. That's a high hurdle to leap, but if you're starting the Monster Arena late in the game or if you're at a low level, Pa Troll could be an effective member of your team.

CONDITION: None

POTBELLY

HP: 453-739
MP: 0
Attack: 158-241
Defense: 95-106
Agility: 58-181
Turns in Combat: 1

Team Bonus	Silver
Team Bonus	Drag Racers
Deathhouse	N/A
Team Attack +50	Team Attack +50
Location	Kingdom of Trodain

TITLE: POTTY DRAGON
SPECIES: JARGON
FAMILY: DRAGON

Comments: This is a very powerful monster when you consider how early you can scout it. If you're strong enough to beat it (and don't mind taking a little trip), you can recruit Potty Dragon a.k.a. Potbelly immediately after you gain the Monster Arena key.

CONDITION: None

ROBORG

HP: 432-586
MP: 0
Attack: 173-222
Defense: 168-238
Agility: 120-251
Turns in Combat: 1

Team Bonus	Silver
Team Bonus	The Blade Runners
Deathhouse	Triple Swords
Team Bonus	N/A
Deathhouse	Clank and Spank
Deathhouse	Metal Panic
Team Bonus	N/A
Location	Blizzard Peaks

TITLE: ROBSTER MK I
SPECIES: KILLING MACHINE
FAMILY: MACHINE

Comments: Killing machines make for fantastic team members, offering a wide variety of useful attacks, filling slots in three different teams and boasting impressive attack and defense stats. Since Robster Mk I a.k.a. Roborg has no prerequisites, you should grab it as soon as possible.

CONDITION: None

ROBSTER

HP: 101-213
MP: 16-31
Attack: 54-188
Defense: 54-263
Agility: 45-195
Turns in Combat: 0.7

Team Bonus	Copper
Team Bonus	The Aqua Marines
Deathhouse	N/A
Team Bonus	Team Defence +30
Location	Pickham Region

TITLE: LITTLE NIPPER
SPECIES: YABBY
FAMILY: AQUATIC

Comments: Defence can be important in Monster Arena battles, and Little Nipper a.k.a. Robster offers both high defence and the prospect of a party-wide defence boost when used with other aquatic enemies. Unfortunately, Robster wastes many of its turns draining MP that it can't use for itself.

CONDITION: None

SAGITTARI

HP: 238-353
MP: 32
Attack: 160-170
Defense: 130-170
Agility: 80-100
Turns in Combat: 0.8

16
Copper
The Angry Archers
Harrowing Arrow
Team Max HP +15
Not Quite Human
N/A
Team Max HP +15
Arcadia Region

EXP: 63

Comments: A reliable fighter that uses standard arrow shots and occasional poisonous multishot attacks that can inflict long-term damage to foes. Poisonous Sniper a.k.a. Sagittari is very easy to find, located on the path just north of Arcadia.

CONDITION: None

TITLE: PELVIC THRISTER
SPECIES: REAKTA HIPSTER
FAMILY: DEMON

HP: 206-330
MP: 0
Attack: 128-232
Defense: 91-180
Agility: 61-170
Turns in Combat: 1

49
Copper
Far From Heaven
N/A
Wait Extra Turn
Pickham Region

Comments: Pelvic Thruster a.k.a. Salsa can be a powerful addition to your team, but it depends on which random moves it dishes out. Spin Attack is fantastic, but the tension-lowering Foxtral dance isn't nearly as effective against many foes.

CONDITION: None

SCORPIUS

HP: 67-116
MP: 5-17
Attack: 104-160
Defense: 109-269
Agility: 32-51
Turns in Combat: 0.6

16
Copper
N/A
N/A
Pickham Region

EXP: 100

Comments: In addition to Sand Slayer a.k.a. Scorpius's high defence stat, it also uses the Kabuff spell. Combined with its poison attacks, this can be a powerful combo but only if your opponents don't use spells! Scorpius is a fine choice against enemies that use only physical attacks.

Day only

SEASAW

HP: 516-599
MP: 21-39
Attack: 168-242
Defense: 163-205
Agility: 105-135
Turns in Combat: 1.1

86
Copper
Not Quite Human
N/A
Team Max HP +15
Unnamed Isle

EXP: 227

Comments: Terror Talons a.k.a. Seasaw is a powerful attacker with a pretty good defence stat. It has the Whack spell, which can be dangerous when you try to scout it. Unfortunately, it isn't as effective during the higher rank fights of the Monster Arena.

CONDITION: After defeating Monster Arena Rank F

SIPPY

A small, blue bird-like creature with a crest on its head.	HP: 48-231 MP: 0 Attack: 46-213 Defense: 25-201 Agility: 21-179 Turns in Combat: 0.7	EXP: 30
Comments: Pain in the Neck a.k.a. Sippy is a consistent attacker (it has no other moves) and is fairly skilled at dodging. It isn't terribly powerful, but when placed in a team with the two other Drackies, the three can assemble to form the mighty Great Dracky!		
LEVEL: 3 TEAM: Copper The Drack Pack Fal Drack TEAM BONUSES: Team Agility +30 The Avian Attackers TEAM DEBONUSES: N/A TEAM BONUSES: Team Agility +30 LOCATION: Farebury Region		
CONDITION: Night only		

TITLE: PAIN IN THE NECK
SPECIES: DRACKY
FAMILY: BIRD

SLURPY

A large, black, blob-like creature with a wide mouth and a single eye.	HP: 78-231 MP: 0 Attack: 99-245 Defense: 130-206 Agility: 128-240 Turns in Combat: 0.7	EXP: 158
Comments: Unless it's in a team, this monster has only straightforward attacks. Alone, All Day Sucker a.k.a. Slurpy's greatest asset is its high agility which enables it to dodge many enemy attacks.		
LEVEL: 23 TEAM: Copper The Drack Pack Fal Drack TEAM BONUSES: Team Agility +30 The Avian Attackers TEAM DEBONUSES: N/A TEAM BONUSES: Team Agility +30 LOCATION: W. Aragonia		
CONDITION: None		

TITLE: ALL DAY SUCKER
SPECIES: DRACKY
FAMILY: BIRD

SKELEOID

A skeletal warrior wearing armor and holding a sword.	HP: 543-715 MP: 0 Attack: 310-345 Defense: 236-268 Agility: 169-265 Turns in Combat: 1.1	EXP: 373
LEVEL: 99 TEAM: Gold The Blade Runners Triple Swords TEAM BONUSES: N/A TEAM DEBONUSES: Club Club Mind Breaker TEAM BONUSES: N/A TEAM DEBONUSES: N/A TEAM: The Zombobps TEAM BONUSES: Typhonous' Maul TEAM DEBONUSES: N/A TEAM BONUSES: Team Max HP +30 LOCATION: Northwest Isle		
CONDITION: After defeating Monster Arena Rank B		

TITLE: MAN-AT-ARMS

SPECIES: HELL GLADIATOR
FAMILY: ZOMBIE

Comments: Man-at-Arms a.k.a. Skeleoid is one of the best monsters in the game. It has impressive stats on offense and defense, it uses a slashing attack that may also put its target to sleep, and it fits into three different weapon teams!

TEAM: The Hackers TEAM BONUSES: N/A TEAM DEBONUSES: Copper Slime Time Slime Spark TEAM BONUSES: Team Max HP x2 TEAM DEBONUSES: The Slime Squad TEAM BONUSES: N/A TEAM DEBONUSES: Superzombie Slimey TEAM BONUSES: Team Max HP x2 TEAM DEBONUSES: N/A LOCATION: Kingdom of Trodain

TITLE: GLOOBY GROUPIE
SPECIES: SLIME
FAMILY: SLIME

Comments: Glooby Groupie a.k.a. Slime Shady is better than Slimes in some respects, but potentially worse in others. It has only straightforward attacks, and should only be used in an all-slime team.

TEAM: Slime Power TEAM BONUSES: N/A TEAM DEBONUSES: Copper Materialistic TEAM BONUSES: N/A TEAM DEBONUSES: Wait Extra Turn TEAM BONUSES: Team Max HP x2 TEAM DEBONUSES: N/A LOCATION: Arcadia Region

TITLE: ONE KNIGHT STAND
SPECIES: SLIME KNIGHT
FAMILY: SLIME

Comments: One Knight Stand a.k.a. Slimehopper is one of the easiest monsters to scout. It is fairly useful in combat, supplementing its normal attacks with the Heel Spell. While Slimehopper's stats tend to be low, it can claim membership in four excellent teams.

TEAM: The Fatal Attraction TEAM BONUSES: N/A TEAM DEBONUSES: Copper TEAM BONUSES: N/A TEAM DEBONUSES: The Nightriders TEAM BONUSES: N/A TEAM DEBONUSES: Riders' Carnival TEAM BONUSES: N/A TEAM DEBONUSES: Slime Power TEAM BONUSES: N/A TEAM DEBONUSES: Copper TEAM BONUSES: N/A TEAM DEBONUSES: The Dynamic Duo TEAM BONUSES: N/A TEAM DEBONUSES: Sapper Slammer TEAM BONUSES: N/A TEAM DEBONUSES: Just Beasty TEAM BONUSES: N/A TEAM DEBONUSES: Team Attack +15 TEAM BONUSES: Cape West of Pickham

SMILES

A small, white, blob-like creature with a single eye.	HP: 39-157 MP: 0 Attack: 21-270 Defense: 51-175 Agility: 60-242 Turns in Combat: 0.5	EXP: 40
Comments: Slimy Smiley a.k.a. Smiles is one of your first three monsters, but it may be the weakest of the bunch. However, it can be useful later in the game when you have other slimes to combine with.		
TEAM: Slim Power TEAM BONUSES: N/A TEAM DEBONUSES: Team Max HP x2 TEAM BONUSES: Team Max HP x2 LOCATION: Kingdom of Trodain		
CONDITION: None		

TITLE: SLIMY SMILEY

SPECIES: SLIME
FAMILY: SLIME

Comments: Slimy Smiley a.k.a. Smiles is one of your first three monsters, but it may be the weakest of the bunch. However, it can be useful later in the game when you have other slimes to combine with.

TEAM: Slim Power TEAM BONUSES: N/A TEAM DEBONUSES: Team Max HP x2 TEAM BONUSES: Team Max HP x2 LOCATION: Kingdom of Trodain

SNAP CASE

A wooden chest with a metal lock and a key.	HP: 260-287 MP: 21-27 Attack: 123-179 Defense: 64-120 Agility: 86-133 Turns in Combat: 0.7	EXP: 110
LEVEL: 33 TEAM: Copper Materialistic TEAM BONUSES: N/A TEAM DEBONUSES: Slime Time Slime Spark TEAM BONUSES: Team Max HP x2 TEAM DEBONUSES: The Slime Squad TEAM BONUSES: N/A TEAM DEBONUSES: Superzombie Slimey TEAM BONUSES: Team Max HP x2 TEAM DEBONUSES: N/A LOCATION: Kingdom of Trodain		
CONDITION: None		

TITLE: MAN-EATER CHEST
SPECIES: CANNIBOX
FAMILY: MATERIAL

Comments: Man-eater Chest a.k.a. Snap Case is a fairly powerful attacker, sometimes capable of attacking twice or casting a useful spell. However, it doesn't have enough defense to last long after the first few ranks of the Monster Arena.

CONDITION: None

SPIKE

A large, spiky, yellowish-orange creature with a single eye.	HP: 483-575 MP: 35 Attack: 147-219 Defense: 126-144 Agility: 103-122 Turns in Combat: 1.1	EXP: 199
LEVEL: 88 TEAM: Slicer The Dynamic Duo Sapper Slammer TEAM BONUSES: N/A TEAM DEBONUSES: Team Attack +15 TEAM BONUSES: Just Beasty TEAM BONUSES: N/A TEAM DEBONUSES: Team Attack +15 TEAM BONUSES: Cape West of Pickham		
CONDITION: After defeating Monster Arena Rank F		

TITLE: MUACHEY MOHAWK
SPECIES: MOHAWKER
FAMILY: BEAST

Comments: With slightly lower stats, Muacheay Mohawker a.k.a. Spike seems like the weaker link in the Dynamic Duo (the two-monster team it shares with Orin). However, Spike has the ability to cast Multihed in combat, which is especially important considering the pair's low defense scores.

CONDITION: After defeating Monster Arena Rank F

SLIMEHOPPER

A small, green, frog-like creature with a single eye.	HP: 41-685 MP: 1-34 Attack: 26-296 Defense: 15-296 Agility: 13-205 Turns in Combat: 1	EXP: 28
LEVEL: 15 TEAM: Copper TEAM: The Fatal Attraction TEAM: N/A TEAM: The Nightriders TEAM: N/A TEAM: Riders' Carnival TEAM: N/A TEAM: Slime Power TEAM: N/A TEAM: Copper TEAM: N/A TEAM: The Dynamic Duo TEAM: N/A TEAM: Sapper Slammer TEAM: N/A TEAM: Just Beasty TEAM: N/A TEAM: Team Attack +15 TEAM: N/A TEAM: Cape West of Pickham		
CONDITION: None		

TITLE: ONE KNIGHT STAND

SPECIES: SLIME KNIGHT

FAMILY: SLIME

Comments: One Knight Stand a.k.a. Slimehopper is one of the easiest monsters to scout. It is fairly useful in combat, supplementing its normal attacks with the Heel Spell. While Slimehopper's stats tend to be low, it can claim membership in four excellent teams.

TEAM: The Fatal Attraction TEAM BONUSES: N/A TEAM DEBONUSES: Copper TEAM BONUSES: N/A TEAM DEBONUSES: The Nightriders TEAM BONUSES: N/A TEAM DEBONUSES: Riders' Carnival TEAM BONUSES: N/A TEAM DEBONUSES: Slime Power TEAM BONUSES: N/A TEAM DEBONUSES: Copper TEAM BONUSES: N/A TEAM DEBONUSES: The Dynamic Duo TEAM BONUSES: N/A TEAM DEBONUSES: Sapper Slammer TEAM BONUSES: N/A TEAM DEBONUSES: Just Beasty TEAM BONUSES: N/A TEAM DEBONUSES: Team Attack +15 TEAM BONUSES: N/A TEAM DEBONUSES: Cape West of Pickham

SQUIGGLES



HP: 49-78
MP: 0
Attack: 54-61
Defense: 50-64
Agility: 57-116
Turns in Combat: 0.6

EXP: 48

TEAM	NAME	TEAM BONUSES	DEATHMOVES	LOCATION
COPPER	Copper Club		Mind Breaker	N/A
DEATHMOVE	Deathmove			N/A
TEAM BONUSES	The Aqua Marines			N/A
TEAM BONUSES	Team Defence +30			Pickham Region

TITLE: SQUIGGLY SQUIGGLER
SPECIES: KHAI AMARI KID
FAMILY: AQUATIC

Comments: Squiggy Squiggler a.k.a. Squiggles may be cute, but it's one of the weakest monsters in the game. Since it spends approximately one-third of its turns doodling, not much is left from an offensive standpoint.

CONDITION: None

STEROPES



HP: 888-959
MP: 0
Attack: 278-329
Defense: 149-200
Agility: 100-173
Turns in Combat: 0.8

EXP: 398

TEAM	NAME	TEAM BONUSES	DEATHMOVES	LOCATION
SILVER	Silver		Two Eyes	N/A
DEATHMOVE	Deathmove		Slapper Slappers	N/A
TEAM BONUSES	Club Club		Wait Extra Turn	N/A
DEATHMOVE	Mind Breaker		Club Club	N/A
TEAM BONUSES	Unnamed Isle		Mind Breaker	N/A

TITLE: GIGANTES GANGSTER
SPECIES: GIGANTES
FAMILY: DEMON

Comments: Gigantes Gangster a.k.a. Steropes is even more powerful than Brontes, but you can't recruit it until you defeat Monster Arena Rank B. After that, add it to your team (preferably alongside Brontes) and you'll be in good shape for the final ranks!

TEAM: Far From Heaven
DEATHMOVE: N/A
TEAM BONUSES: Wait Extra Turn
CONDITION: After defeating Monster Arena Rank B

STONEMAN



HP: 560-810
MP: 0
Attack: 275-308
Defense: 255-306
Agility: 100-110
Turns in Combat: 0.7

EXP: 388

TEAM	NAME	TEAM BONUSES	DEATHMOVES	LOCATION
SILVER	Silver		My Three Golems	N/A
DEATHMOVE	Deathmove		The Golemator	N/A
TEAM BONUSES	Materialistic			N/A
DEATHMOVE	Unnatural		Wait Extra Turn	N/A
TEAM BONUSES	Northwest Isle in Areas Accessible By Air			Northwest Isle in Areas Accessible By Air

TITLE: STONEMASON
SPECIES: STONE GOLEM
FAMILY: MATERIAL

Comments: Stonemason a.k.a. Stoneman is the strongest golem on its own, and the final member of My Three Golems. When used together, the three golems can fuse together to form Mazin, a golem made of other golems. Needless to say, Mazin's stats are top-notch!

CONDITION: After beating Monster Arena Rank B

SUGI



HP: 102-257
MP: 0
Attack: 63-216
Defense: 163-210
Agility: 134-257
Turns in Combat: 0.9

EXP: 68

TEAM	NAME	TEAM BONUSES	DEATHMOVES	LOCATION
SILVER	Silver		The Drack Pack	N/A
DEATHMOVE	Deathmove		Fat Drack	N/A
TEAM BONUSES	Team Agility +30		Team Agility +30	N/A
DEATHMOVE	Deathmove		The Avian Attackers	N/A
TEAM BONUSES	Location			Either Northwest Isle in Areas Accessible By Air or Isolated Plateau in Areas Accessible By Air

TITLE: SHADOW CONDUCTOR
SPECIES: DRACKY
FAMILY: BIRD

Comments: Shadow Conductor a.k.a. Sugi is on par with Slurpy, but you'll need to track it down to complete the Dracky team or one way to complete The Legends team of monsters.

TEAM: Team Agility +30
DEATHMOVE: The Legends
TEAM BONUSES: Big Bang
CONDITION: Night Only, after defeating Monster Arena Rank B

TALOS



HP: 601
MP: 0
Attack: 316
Defense: 243
Agility: 116
Turns in Combat: 0.6

EXP: 226

TEAM	NAME	TEAM BONUSES	DEATHMOVES	LOCATION
SILVER	Silver		Materialistic	N/A
DEATHMOVE	Deathmove		Wait Extra Turn	Holy Isle of Neos
TEAM BONUSES	Location			

TITLE: CRAZED COLOSSUS
SPECIES: LIVING STATURE
FAMILY: MATERIA

Comments: Crazed Colossus a.k.a. Talos's stats don't change as you level up, so the sooner you can scout it the better. It appears as soon as you clear the Monster Arena's Rank D and it is easy to find. It's slow and can't use any special deathmoves, but its attack and defense stats are very good.

CONDITION: Appears after defeating Monster Arena Rank D

TORCHMAN



HP: 336-361
MP: 0
Attack: 180-221
Defense: 105-156
Agility: 103-139
Turns in Combat: 0.9

EXP: 365

TEAM	NAME	TEAM BONUSES	DEATHMOVES	LOCATION
COPPER	Copper		Demented Elements	N/A
DEATHMOVE	Deathmove		Elemental Storm	N/A
TEAM BONUSES	Two areas in Desert			

TITLE: LIVING TORCH
SPECIES: DANCING FLAME
FAMILY: ELEMENTAL

Comments: Living Torch a.k.a. Torchman has the same attacks as Flameman, but each of its spells is one level more powerful. Elemental breath attacks like Flame Breath and Inferno are great against opponents with high defence.

CONDITION: Appears after defeating Monster Arena Rank D

TORI



HP: 56-245
MP: 0
Attack: 9-315
Defense: 131-294
Agility: 93-212
Turns in Combat: 0.7

EXP: 54

TEAM	NAME	TEAM BONUSES	DEATHMOVES	LOCATION
GOLD	Gold		Slime Time	N/A
DEATHMOVE	Deathmove		Slime Spank	N/A
TEAM BONUSES	Team Max HP x2		The Slime Squad	N/A
DEATHMOVE	Deathmove		Supersize Slimey	N/A
TEAM BONUSES	Team Max HP x2		Slime Power	N/A
DEATHMOVE	Deathmove		Team Max HP x2	N/A
TEAM BONUSES	Team Max HP x2			Two areas on Isolated Plateau

TITLE: SLIME DESIGNER
SPECIES: SLIME
FAMILY: SLIME

Comments: Slime Designer a.k.a. Tori is the third and final slime. To finish the Slime Squad with its slime brethren or complete The Legends with Hori, Nohi, or Sugi.

CONDITION: After defeating Monster Arena Rank D

TRICK BAG



HP: 189-234
MP: 10-16
Attack: 63-95
Defense: 104-179
Agility: 80-133
Turns in Combat: 0.8

EXP: 92

TEAM	NAME	TEAM BONUSES	DEATHMOVES	LOCATION
COPPER	Copper		The Psyche Wards	N/A
DEATHMOVE	Deathmove		Tension Boost	N/A
TEAM BONUSES	Materialistic			N/A
DEATHMOVE	Deathmove		Wait Extra Turn	W. Aragonia
TEAM BONUSES	Location			

TITLE: BUNDLE OF JOY
SPECIES: BAG O' LAUGHS
FAMILY: MATERIAL

Comments: Bundle of Joy a.k.a. Trick Bag has dismal stats, especially considering that you can't really scout it early in the game. Trick Bag is useful for completing the Psyche Wards team.

CONDITION: None

MORRIE'S MONSTER ARENA



UNLOCKING THE MONSTER ARENA

When you first meet Morrie atop the keep near Pickham, he asks you to track down three particular monsters, fight them, and send them back to him. Unlike normal monsters, these guys are visible on the field and are among the first of over 70 "infamous monsters" you'll encounter.

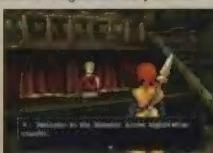
After you defeat all three, Morrie hands over a key that allows you to enter the Monster Arena at any time. Here you can send a handpicked team of monsters into combat with parties assembled by other monster scouts. Your starting team consists of the three monsters you defeated for Morrie. It's also possible to recruit additional infamous monsters, provided you can earn their respect by defeating them in combat.

Victories in the arena will earn you both items and special abilities, courtesy of Morrie. The most significant is the **Call Team** ability, which Morrie teaches you after you conquer Rank E. This skill enables you to call your Monster Team to replace your normal party in battle for a certain number of turns!



HOW BATTLES WORK

You can enter a battle by talking to the man in red behind one of the counters in the Monster Arena. The tournament is divided into eight ranks and you must conquer them in order, starting with the lowest (Rank C). There is a small fee to pay to enter each rank, but the potential prizes for winning are worth the price of entry. You can challenge a previously defeated rank for free, but you won't win any prizes.



Each rank consists of three rounds. Your enemies' monsters may appear to be ordinary monsters, but they have enhanced stats, making them formidable opponents. Also, your foes always begin at full health, while your team does not recover lost HP or MP between rounds.

During battles, your monsters fight on their own. You can't give them specific commands, so the strategic element lies in scouting the best monsters and identifying the correct mixture of attributes to fashion an all-conquering team from your ever-expanding roster.

SCOUTING MONSTERS

As noted previously, you assemble your team from infamous monsters, which are the more powerful versions of normal monsters that you face in random monster encounters. Once Morrie makes you an official monster scout, any infamous monster you defeat will ask to join your team after you defeat it. The monsters you begin with are among the weakest in the game, so try to replace them quickly.



Initially, there is space for only three monsters, so recruiting a new monster means releasing an old one (it returns to its original location). As you ascend the Monster Arena ranks, Morrie will reward you with additional storage space in your reserves and even a second team!

You can only enter one team of three monsters in each fight, but you can swap between teams and your bench before you register.

A few tips for catching monsters:

- When you see an infamous monster, try to attack it from behind. This may enable you to strike first.
- Some monsters only appear at night, while others only appear during the day. If an area seems suspiciously empty, try waiting until the next time change to see if a monster appears.
- Certain monsters appear only after you've conquered certain ranks in the Monster Arena. Ranks F, D, and B are the significant milestones.
- Most infamous monsters appear in only one location, but some may have up to five possible appearance points! They are only in one spot at any given time, so these monsters can be tricky to track down.
- A few super-secret infamous monsters do not appear until after the game is completed, or other criteria are fulfilled later in the game.

Monster Arena

How Infamous Monsters Grow

Infamous monsters distinguish themselves from their normal monster counterparts in many ways. They have names and higher stats, and while they don't level up, they gain strength as your normal party gains strength. Note that not every monster stat is affected, and the amount by which they're affected can vary drastically. Some grow significantly as your party does (like Hackzilla), while others are as good as they'll ever be on the day you recruit them (like Talos). Note that infamous monsters grow whether they're in the wild or on your team; recruiting them early doesn't make a difference in their ultimate stats.



Talos

Crazed Colossus

[HP]: 803

[MP]: 0

Attack: 316

Defence: 243

Agility: 116

(Recruit Level: 2)



Hackzilla

Axoraptor

[HP]: 854

[MP]: 0

Attack: 320

Defence: 226

Agility: 136

(Recruit Level: 8)

DEATHMOVES AND SPECIAL TEAMS

When you combine monsters of the same type, or ones that have something significant in common (they all wield the same weapon, for example), the team may gain a nickname, deathmoves, stat bonuses, or other secret traits. Your team will occasionally use a deathmove in combat automatically.



Despite their name, deathmoves aren't always offensive in nature. For example, Elemental Storm (used by a party of three Elementals) casts Bounce and Insuladile on the party. If you use Call Team to summon a monster team that uses a stat-boosting or healing deathmove like this one, the effects will often carry over to your human party as well!



You can certainly get through the Monster Arena with three tough monsters that have nothing in common with each other, but it is often easier with a themed party that has a powerful team ability.

MONSTER ARENA PRIZES

- Rank G
Strength ring (accessory); attack: 5; equipped by Hero, Yngus, Jessica, Angelo
- Rank F
Bonny suit (armour); defence: 38; equipped by Jessica
- Rank E
Ring of clarity (accessory); defence: 10, immunity to confusion; equipped by Hero, Yngus, Jessica, Angelo
- Rank D
Mighty armlet (accessory); attack: 15; equipped by Hero, Yngus, Jessica, Angelo
- Rank C
Saint's ashes (item); used in alchemy
- Rank B
Bardiche of binding (scythe); attack: 83, does extra damage to demons, may silence target; equipped by Yngus
- Rank A
Hero spear (spear); attack: 100, recovers user's HP; equipped by Hero
- Rank S
Dragon robe (armour); defence: 103, reduces fire- and ice-type damage; equipped by Jessica, Angelo

MONSTER ARENA ROUNDS

RANK G

Entrance Fee: 100 gold

Prizes: Strength ring, +3 Reserves monster slots

GRIMEY—THE SLIMEYS



Skeeterite (x2)

HP: 45
MP: 0
Attack: 45
Defence: 40
Agility: 50



Slime Knight

HP: 63
MP: 10
Attack: 65
Defence: 44
Agility: 72

GRACEY—TEAM FACE OFF



Frogface (x2)

HP: 49
MP: 10
Attack: 52
Defence: 23
Agility: 52



Treeface

HP: 80
MP: 0
Attack: 66
Defence: 53
Agility: 44

GRUELLY—THE BULLY BROTHERS



HAMMERHOOD

HP: 50
MP: 0
Attack: 49
Defense: 45
Agility: 18



HP: 82
MP: 0
Attack: 70
Defense: 62
Agility: 39

“I’m the Hammerhead, I’m the Hammerhead, I’m the Hammerhead.”



HP: 77
MP: 0
Attack: 53
Defense: 45
Agility: 50

“I’m the Bloodfinch, I’m the Bloodfinch, I’m the Bloodfinch.”

RANK F

Entrance Fee: 200 gold**Prizes:** Bunny suit, unlock Compete against own team option

FISHER—THE FISHER KINGS



KUKALAMARI-KID (2)

HP: 66
MP: 0
Attack: 70
Defense: 68
Agility: 57



KING KELL
HP: 103
MP: 20
Attack: 82
Defense: 72
Agility: 59

“I’m the King Kell, I’m the King Kell, I’m the King Kell.”

FELBLE—HELL’S BELLS



BUNGELING (2)

HP: 72
MP: 4
Attack: 65
Defense: 60
Agility: 71



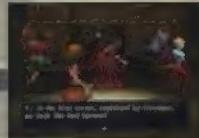
JARGON
HP: 120
MP: 0
Attack: 100
Defense: 71
Agility: 56

“I’m the Jargon, I’m the Jargon, I’m the Jargon.”

FINNEGAN—THE RED BARONS



DARING DEVIL
HP: 70
MP: 0
Attack: 46
Defense: 45
Agility: 63



WALLABY-WEED
HP: 83
MP: 0
Attack: 77
Defense: 71
Agility: 61

“I’m the Wallaby-Weed, I’m the Wallaby-Weed, I’m the Wallaby-Weed.”



REDTAIL-HIPSTER
HP: 103
MP: 0
Attack: 106
Defense: 95
Agility: 70

“I’m the Redtail-Hipster, I’m the Redtail-Hipster, I’m the Redtail-Hipster.”

RANK E STRATEGY

Watch out for redtail hipster's tail slams, which harm all party members. If your party is weak, this attack can eliminate multiple team members in a single turn.

RANK E

Entrance Fees: 300 gold**Prizes:** Ring of clarity, Call Team ability (for Hero)

ERICSON—THE PRISON PUSSYCATS



JACKALOPE (x2)

HP: 65
MP: 12
Attack: 86
Defense: 66
Agility: 80



“I’m the Jackalope, I’m the Jackalope, I’m the Jackalope.”



TERIOR TABBY

HP: 99
MP: 20
Attack: 120
Defense: 80
Agility: 80

ELIDOR—THE FIEND FAMILY



HIPSTER

HP: 146
MP: 32
Attack: 132
Defense: 80
Agility: 80



“I’m the Hipster, I’m the Hipster, I’m the Hipster.”



MINIDEMON

HP: 83
MP: 60
Attack: 58
Defense: 63
Agility: 70



WITCH

HP: 130
MP: 48
Attack: 110
Defense: 79
Agility: 80

EVIANA—THE DIRTY DANCERS



NAKED MANNEQUIN

HP: 180
MP: 0
Attack: 132
Defense: 92
Agility: 64



“I’m the Naked Mannequin, I’m the Naked Mannequin, I’m the Naked Mannequin.”



TAP DEVIL

HP: 125
MP: 0
Attack: 91
Defense: 89
Agility: 60



VOLPONE

HP: 183
MP: 48
Attack: 145
Defense: 100
Agility: 80

RANK E STRATEGY

The tap devil uses Underpants Dance to stun your characters for a turn, leaving them unable to fight back. If this causes a problem, find a character that is immune to temporary stun attacks. This quality is typically found among mages and zombies.

Monster Arms

RANK D

Entrance Fee: 400 gold

Prizes: Mighty armor, +3 Reserves monster slots

DAREN—TEAM NIGHTMARE



NIGHT FOX

HP: 161
MP: 6
Attack: 99
Defence: 73
Agility: 90



NIGHT EMPEROR

HP: 182
MP: 0
Attack: 128
Defence: 116
Agility: 60



NIGHT SNEAKER

HP: 123
MP: 12
Attack: 110
Defence: 77
Agility: 80

DARCY—THE DEADHEADS



SKELETON

HP: 145
MP: 30
Attack: 131
Defence: 33
Agility: 80



WALKING CORPSE

HP: 200
MP: 0
Attack: 130
Defence: 13
Agility: 80



MUMMY

HP: 143
MP: 0
Attack: 118
Defence: 60
Agility: 80

DEOGOL—THE PSYCHE-OS



BROWNIE (x2)

HP: 100
MP: 0
Attack: 123
Defence: 76
Agility: 75



KOBOLD

HP: 200
MP: 0
Attack: 166
Defence: 72
Agility: 75

RANK D STRATEGY

The brownies have a special ability that can boost their tension by two levels, making most of their attacks one-hit kills. Brownies are weak, so a deathmove may eliminate them before they cause any damage.

RANK C

Entrance Fee: 500 gold

Prizes: Saint's ashes, no prize from Morrie

CORAL—THE BEACH BABES



SEA URCHIN (x2)

HP: 161
MP: 20
Attack: 83
Defence: 45
Agility: 90



SIREN

HP: 180
MP: 50
Attack: 27
Defence: 100
Agility: 73

CRAZY INVENTOR—BAD SCIENCE



MECHA-MYNAH

HP: 178
MP: 45
Attack: 100
Defence: 135
Agility: 82



HUNTERMECH

HP: 256
MP: 0
Attack: 175
Defence: 108
Agility: 86



CLOCKWORK CUCKOO

HP: 240
MP: 0
Attack: 150
Defence: 99
Agility: 90

COUNTESS CHRISTIE—BATTLE ROYALS



FENCING FOX

HP: 320
MP: 8
Attack: 126
Defence: 92
Agility: 80



BONE BARON

HP: 316
MP: 0
Attack: 190
Defence: 116
Agility: 88



PHANTOM FENCER

HP: 400
MP: 0
Attack: 173
Defence: 95
Agility: 80

RANK C STRATEGY

Tough foes like the Huntermech and Bone Baron use powerful abilities on a consistent basis, and the metal monsters in the second round are immune to nearly every trick outside of direct physical damage. Construct a resilient team of your own, and use monsters that rely on direct attacks, not status conditions.

RANK B

Entrance Fee: 700 gold

Prizes: Bardiche of binding, second Monster team

BALDHERE—THE DRAG QUEENS

DRAGURN

HP: 481
MP: 0
Attack: 216
Defence: 128
Agility: 92



TURANTOSAURUS

HP: 536
MP: 0
Attack: 221
Defence: 134
Agility: 108



SNAKEDRAGON

HP: 550
MP: 60
Attack: 204
Defence: 118
Agility: 102



BOGART—THE TOUGH NUTS

STONE GUARDIAN

HP: 401
MP: 0
Attack: 209
Defence: 190
Agility: 92



BOSS TROLL

HP: 800
MP: 0
Attack: 258
Defence: 32
Agility: 82



Golem

HP: 560
MP: 0
Attack: 227
Defence: 126
Agility: 80



BOTHAN—THE ROCK 'N' ROLLERS

ROCKBOMB

HP: 180
MP: 40
Attack: 68
Defence: 111
Agility: 86



STONE GOLEM

HP: 612
MP: 0
Attack: 245
Defence: 156
Agility: 93



LIVING STATUE

HP: 462
MP: 0
Attack: 218
Defence: 154
Agility: 80



RANK B STRATEGY

The enemies in this rank hit hard and have lots of HP. The key to victory is having a team with very high defence since after the first round, all of the enemy monsters will use physical attacks exclusively. HP is important too, but even a monster with 1000 HP won't last long if it's facing 50+ units.

RANK A

Entrance Fee: 1000 gold

Prizes: Hero spear, unlock Rank S

ALOISE—THE BIG BOYS

FROG-TROLL

HP: 540
MP: 0
Attack: 226
Defence: 157
Agility: 111



CYCLOPS

HP: 650
MP: 0
Attack: 261
Defence: 112
Agility: 94



TROLL

HP: 508
MP: 0
Attack: 254
Defence: 18
Agility: 51



'ATTABOY TOM—THE WILD CATS

JUMPING JACKAL (x2)

HP: 525
MP: 0
Attack: 230
Defence: 148
Agility: 135



GRIZZLY SABRECAT

HP: 670
MP: 0
Attack: 271
Defence: 155
Agility: 150



AMAAN—FEAR FACTOR

ZOMBIE GLADIATOR

HP: 868
MP: 16
Attack: 256
Defence: 164
Agility: 126



FREEFALL

HP: 419
MP: 0
Attack: 145
Defence: 84
Agility: 72



BOMBOLDER

HP: 245
MP: Infinite
Attack: 80
Defence: 111
Agility: 80

RANK A STRATEGY

The final group of recruitable monsters becomes available after clearing Rank B. Take some time to recruit the final members of many powerful themed teams, like the killing machines and golems. This is a very tough rank, and it will be difficult to clear this rank without the use of some powerful deathnuke.

Monster Arena

RANK S

Entrance Fee: 1000 gold

Prizes: ???



You must clear all of the previous ranks to make Rank S appear. This rank contains the toughest battles yet, and victory may not be possible until you recruit some of the best monsters in the game. Also, boost their stats by attaining a high level for your characters.

SPECIAL MONSTER TEAMS

While you can build a team out of any three team monsters you like, you can earn stat bonuses and unlock deathmoves if the team is comprised of monsters that share a species, a weapon, a family, or some other trait. When this occurs, a special name is assigned to your team (as listed in this chapter) and you receive some bonuses shown. All deathmoves are automatically used in combat at your team's discretion. If your team of three monsters has a special two-monster sub-group in it, the deathmove for the two-monster sub-group may also be used. Some effects extend to party members, but only when the Hero summons your team in combat with the Call Team ability.

Weapon Teams

THE ANGRY ARCHERS

DESCRIPTION	Monsters that wield bows.
DEATHMOVE	Harrowing Arrow: Arrows of light hit all enemies for 116-124 points of damage.
TEAM BONUSES	Team Max HP +15
Possible Team Members:	
Shotsniper a.k.a. Peltch (Bookin archer) Sharpshooter a.k.a. Archer (Bookin bowyer) Poisonous Sniper a.k.a. Sagittan (Bookin fletcher)	

THE BLADE RUNNERS

DESCRIPTION	Monsters that wield swords.
DEATHMOVE	Triple Swords: Team members focus attacks on a single foe, and cause 50% more damage than normal attacks.
TEAM BONUSES	N/A
Possible Team Members:	
Old Soldier a.k.a. Bones (Skeleton) Fantom of Choper a.k.a. Capers (Phantom lancer) Attack Bot Mr. II a.k.a. Cybot (Killing machine) King of Dumbara a.k.a. Durmoking (Volto-matito) Raging Rooster a.k.a. Foul Fowl (Foxfighter) Bone Raver a.k.a. Jockey (Skulljoker) Hollow Knight a.k.a. Loney Lee (Restless armour)	

A THIRD TEAM MEMBER

Note that some special monster teams require only two monsters. However, the third member of the team must be of the same family to unlock starred bonuses!

CLUB CLUB

DESCRIPTION	Monsters that wield clubs.
DEATHMOVE	Mind Breaker: Team members focus attacks on a single foe, and cause the target to lose its turn.
TEAM BONUSES	N/A
Possible Team Members:	
Big Blue Bull a.k.a. Argos (Cyclops) Gigantes Guardsman a.k.a. Brontes (Gigantes) Abominable Ape a.k.a. Klub Kong (Guerilla) Troll Patroller a.k.a. Pa Troll (Boss troll)	
Man-at-Arms a.k.a. Skeloid (Hell gladiator) Squigly Squiggle a.k.a. Squiggles (Khalemer lad) Gigantes Gangster a.k.a. Steropes (Gigantes)	

THE HACKERS

DESCRIPTION	Monsters that wield axes.
DEATHMOVE	Typhoon's Maul: Team members focus attacks on a single foe, and inflict 50% more damage than normal attacks (double damage versus beasts).
TEAM BONUSES	N/A
Possible Team Members:	
Bushwhacker a.k.a. Bush-W. (Berserker) Axwasp a.k.a. Hacklin (Hackersaw) Hooded Hader a.k.a. Hoodwin (Hoodwin)	
Man-at-Arms a.k.a. Skeloid (Hell gladiator)	

THE JAVELINAS

DESCRIPTION	Monsters that wield javelins.
DEATHMOVE	Jolly Jousters: Team members attack eight times, hitting enemies at random. Each hit does half the damage of a normal attack.
TEAM BONUSES	N/A
Possible Team Members:	
Orcus Rider a.k.a. Deadmobile (Bone baron) Octopus Maximus a.k.a. Octarion (Octavian sentry) Wild Spearman a.k.a. Orcus (Orc king)	

THEMED TEAMS

THE DRACK PACK

DESCRIPTION	All three drackies.
DEATHMOVE	Fat Drack: All team members merge into the Dracky, the Great Dracky!
TEAM BONUSES	Team Agility +30
POSSIBLE TEAM MEMBERS:	
Pain in the Neck a.k.a. Sippy (Dracky) All Day Sucker a.k.a. Slurpy (Dracky) Shadow Conductor a.k.a. Sugi (Dracky)	

THE DYNAMIC DUO

DESCRIPTION	Orid and Spike.
DEATHMOVE	Supper Slapper: Both monsters focus attacks on a single foe and also lower its defence.
TEAM BONUSES	Team Attack +15° (When third member is of the beast family.)
POSSIBLE TEAM MEMBERS:	

Orid and Spike

Odive Ogre a.k.a. Omid (Buffaloogre)

Muddy Mohawker a.k.a. Spike (Mohawker)

THE FATAL ATTRACTION

DESCRIPTION	Faunus, Hazel and Slimehopper.
DEATHMOVE	Love Typhoon: A pink whirlwind hits a group of foes for 76-84 points of damage.
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	
Fertiliser a.k.a. Faunus (Silenus) Female Fatale a.k.a. Hazel (Witch) Goo-Knug Stand a.k.a. Slimehopper (Slime knight)	

HAPPY TOGETHER

DESCRIPTION	Two monsters happy to be together. ☺
DEATHMOVE	N/A
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	

Two monsters happy to be together. ☺

Jewel Juggler a.k.a. Jewelbag (Goodybag)

Bundle of Joy a.k.a. Frock Bag (Bag o' laughs)

THE LEGENDS

DESCRIPTION	Monsters named after DQ Staff.
DEATHMOVE	Big Bang: A massive explosion hits all foes for 175-225 points of damage.
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	

Monsters named after DQ Staff.

Slime Creator a.k.a. Hon (King Slime)

Killer Director a.k.a. Nola (Killing machine)

Shadow Conductor a.k.a. Sugi (Dracky)

MY THREE GOLEMS

DESCRIPTION	All three golems.
DEATHMOVE	The Golemator: All team members merge into the monstrous Mazin!
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	
Bricklayer a.k.a. Brickmon (Golem) Goldbricker a.k.a. Goldman (Gold golem) Stonegolem a.k.a. Stoneman (Stone golem)	

THE NIGHTRIDERS

DESCRIPTION	Mounted monsters.
DEATHMOVE	Riders' Carnival: Team members focus attacks on a single foe, and cause double the usual amount of damage.
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	

Riders' Carnival

Occult Rider a.k.a. Deadnable (Bone baron)
Bone Racer a.k.a. Jockey (Stufliner)
One Knight Stand a.k.a. Slimehopper (Slime knight)

Monster Arena

THE PSYCHE WARDS

DESCRIPTION	Monsters that build tension.
DEATHMOVE	Tension Boost: Raises the tension of each team member and party member by two levels.
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	
Al Gee a.k.a. Big Al (King help) Female Fatale a.k.a. Hazel (Witch) Jewel Juggler a.k.a. Jewelbag (Goodybag)	

TEAM GOODNIGHT

DESCRIPTION	Certain nocturnal monsters.
DEATHMOVE	Dirge: Reduces the defence of all team members and all enemies to 0.
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	

Nocturnal Monsters

Fantom of Chophier a.k.a. Capers (Phantom lenser)

Hooded Hucker a.k.a. Hoodwink (Hoodlum)

Nightstalker a.k.a. Nightwing (Night emperor)

THE TREASURE HUNTERS

DESCRIPTION	Wealthy monsters.
DEATHMOVE	Good as Gold: Both monsters focus attacks on a single foe. You gain gold equal to half the damage dealt. You cannot use this move in the Monster Arena.
TEAM BONUSES	Fight Extra Turn* (When third member is of the material family.)
POSSIBLE TEAM MEMBERS:	

Good as Gold

Goldbricker a.k.a. Goldman (Gold golem)

Jewel Juggler a.k.a. Jewelbag (Goodybag)

TRIPLE TROUBLE

DESCRIPTION	All three killing machines.
DEATHMOVE	Stream Killer Attack: Team members focus attacks on a single foe, and cause triple the damage of normal attacks.

TEAM BONUSES

N/A

POSSIBLE TEAM MEMBERS:

Attack Bot Mk II a.k.a. Cyber (Killing machine)

Killer Director a.k.a. Vahl (Killing machine)

RoboGiant Mk I a.k.a. Roborg (Killing machine)

TWO EYES

DESCRIPTION	The two gigantes.
DEATHMOVE	Sapper Slapper: Both monsters focus attacks on a single foe and also lower its defence.

TEAM BONUSES

Fight Extra Turn* (When third member is of the demon family.)

POSSIBLE TEAM MEMBERS:

Gigante Guardian a.k.a. Brontes (Gigante)

Gigante Gangster a.k.a. Steropes (Gigante)

VALENTINE'S DAY

DESCRIPTION	Monsters that use puppets.
DEATHMOVE	N/A
TEAM BONUSES	Team Agility +15, Team Max HP +15* (becomes "Not Quite Human" with another Humanoid member, thus gaining the Team Max HP +15, and also retains the Team Agility +15)

POSSIBLE TEAM MEMBERS:Puppet Pugilist a.k.a. Dollblaster
(Puppet master)

Punchin' Judy a.k.a. Moppel (Puppeteer)

Slime Teams

THE KING AND US

DESCRIPTION	Healer, Curer and Hev.
DEATHMOVE	Maximaster: Returns all fallen team members to life and heals all team members to max HP, then boosts defence of all team members and lowers defence of all enemies.
TEAM BONUSES	Team Max HP x2

POSSIBLE TEAM MEMBERS:Angel of Curing a.k.a. Curer (Cureslime)
Family Doctor a.k.a. Healer (Healslime)

Heavy Metal a.k.a. Hev (Metal king slime)

FULL METAL POWER

DESCRIPTION	Hev and Metally.
DEATHMOVE	Magic Burst: Hev and Metally expend all remaining MP to deal 330-370 points of damage to all enemies.
TEAM BONUSES	Team Max HP x2* (When third member is of the slime family.)

POSSIBLE TEAM MEMBERS:

Heavy Metal a.k.a. Hev (Metal king slime)

Quick Silver a.k.a. Metally (Metal slime)

MEGA METAL MANIACS

DESCRIPTION	Hev and Metabbie.
DEATHMOVE	Magic Burst: Hev and Metabbie expend all remaining MP to deal 480-520 damage to all enemies.
TEAM BONUSES	Team Max HP x2* (When third member is of the slime family.)

POSSIBLE TEAM MEMBERS:Heavy Metal a.k.a. Hev (Metal king slime)
Metal Bobble a.k.a. Metabbie (Liquid metal slime)

SLIME THERAPY

DESCRIPTION	Any two of the following three slimes.
DEATHMOVE	Mutiheal: Restores 100-120 HP to all team members and party members.
TEAM BONUSES	Team Max HP x2* (When third member is of the Slime family.)

POSSIBLE TEAM MEMBERS:

Angel of Curing a.k.a. Curer (Cureslime)

Family Doctor a.k.a. Healer (Healslime)

Quick Silver a.k.a. Metally (Metal slime)

THE METAL MOB

DESCRIPTION	All metal slimes.
DEATHMOVE	Multi Masher: Your team expends all remaining MP to attack 3 to 10 times at random. Each attack causes 110-130 points of damage. (Possible Magic Burst from any combination of two in the group.)
TEAM BONUSES	Team Max HP x2

POSSIBLE TEAM MEMBERS:

Heavy Metal a.k.a. Hev (Metal king slime)

Quick Silver a.k.a. Metally (Metal slime)

Metal Bobble a.k.a. Metabbie (Liquid metal slime)

SLIME TIME

DESCRIPTION	Metally and two normal slimes.
DEATHMOVE	Slime Spank: All monsters focus attacks on a single foe, and cause 50% more damage than normal attacks.
TEAM BONUSES	Team Max HP x2

POSSIBLE TEAM MEMBERS:

Quick Silver a.k.a. Metally (Metal slime)

Gloop Gloop a.k.a. Slime Shady (slime)

Slimey Smiley a.k.a. Smiles (Slime)

Slime Designer a.k.a. Tom (Slime)

METAL POWER

DESCRIPTION**DEATHMOVE****TEAM BONUSES****Metabubble and Metaly.**

Magic Burst: Metabubble and Metaly expend all remaining MP to deal 180-220 points of damage to all enemies.

Team Max HP x2* (When third member is of the Slime family.)

Possible Team Members:

Metal Babble a.k.a. Metabubble (Liquid metal slime)

Duck Silver a.k.a. Metaly (Metal slime)

THE SLIME SQUAD

DESCRIPTION**DEATHMOVE****TEAM BONUSES****All normal slimes.**

Supersize Slimey: All team members merge into Ultron, the Ultra Slime!

Team Max HP x2

Possible Team Members:

Cloopy Creepo a.k.a. Slime Shady (Slime)

Slimy Smiley a.k.a. Smiles (Slime)

Slime Designer a.k.a. Ton (Slime)

FAMILY TEAMS

THE AQUA MARINES

DESCRIPTION**DEATHMOVE****TEAM BONUSES****All members are aquatic type.**

N/A

Team Defence +30

Possible Team Members:

Al Gee a.k.a. Big Al (King kelp)

Squigly Squiggler a.k.a. Squiggles (Khalaman kid)

Colossal Clone a.k.a. Clio (See angel)

Octopus Maximus a.k.a. Octonion (Octavian sentry)

Little Nipper a.k.a. Rohster (Yabby)

CLANK AND SPANK

DESCRIPTION**DEATHMOVE****TEAM BONUSES****All team members are machine type.**

Metal Panic: The team members focus their attacks on a single foe, and cause 50% more damage than normal attacks.

N/A

Possible Team Members:

Attack Bot Mk II a.k.a. Cybot (Killing machine)

Killer Director a.k.a. Noh (Killing machine)

Automation Aviator a.k.a. MechaLabbo

RoboBoxer Mk I a.k.a. Roboxy (Killing machine)

(Mecha-mynth)

TRAUMA CENTRE

DESCRIPTION**DEATHMOVE****TEAM BONUSES****Metal, Curer and Healer.**

Omnibeal: Restores all team members to max HP and restores some HP to party members.

Team Max HP x2

Possible Team Members:

Angel of Curing a.k.a. Curer (Cureslime)

Family Doctor a.k.a. Healer (Healidime)

Quick Silver a.k.a. Metalhy (Metal slime)

WIZARDS o' Z

DESCRIPTION**DEATHMOVE****TEAM BONUSES****Metabbale, Curer and Healer.**

Zingslinger: Returns all fallen team members to life and heals all team members to max HP.

Team Max HP x2

Possible Team Members:

Angel of Curing a.k.a. Curer (Cureslime)

Family Doctor a.k.a. Healer (Healidime)

Metal Babble a.k.a. Metabbale (Liquid metal slime)

THE AVIAN ATTACKERS

DESCRIPTION**DEATHMOVE****TEAM BONUSES****All team members are bird type.**

N/A

Team Agility +30

Possible Team Members:

Raging Rooster a.k.a. Foul Fowl (Fowlfighter)

Shadow Conductor a.k.a. Sugi (Dracky)

Gryphon General a.k.a. Gryphus (War gryphon)

Pain in the Neck a.k.a. Sippy (Dracky)

All Day Sucker a.k.a. Slurp (Dracky)

Master Arena

MATERIALISTIC

DESCRIPTION**DEATHMOVE****TEAM BONUSES****All team members are material type.**

N/A

Fight Extra Turn

Possible Team Members:

Bricklayer a.k.a. Brickman (Golem)

Man-eater Chest a.k.a. Snop Case (Cannibou)

Goldbricker a.k.a. Goldfoman (Gold golem)

Stoneperson a.k.a. Stoneman (Stone golem)

Jewel Juggler a.k.a. Jewelbag (Goodybag)

Crazed Colossus a.k.a. Talos (Living statue)

Hollow Knight a.k.a. Lonely Joe (Restless armour)

Bundle of Joy a.k.a. Uncle Bag (Bag o' laughs)

DEMENTED ELEMENTS

DESCRIPTION All team members are elemental type.

DEATHMOVE Elemental Storm: Boosts all team members' and party members' resistance to fire- and ice-type attacks, and creates a barrier that bounces spells back at their caster.

TEAM BONUSES N/A

POSSIBLE TEAM MEMBERS:

Cold Fire a.k.a. Blazing Jr. (Frontburn)
Living Flame a.k.a. Flameerman (Dancing Flame)
Big Blizzard a.k.a. Jack Frost (Frontburn)

Living Torch a.k.a. Torchman (Dancing Flame)

THE DRAG RACERS

DESCRIPTION All team members are dragon type.

DEATHMOVE N/A

TEAM BONUSES Team Attack +30

POSSIBLE TEAM MEMBERS:

Jumbo Dilophosaurus a.k.a. Puffles (Frou-Frou)
Assomptor a.k.a. Hawkville (Hawkseum)
Potty Dragon a.k.a. Potbelly (Jargen)

Angel of Curing a.k.a. Carey (Careslime)

FAR FROM HEAVEN

DESCRIPTION All team members are demon type.

DEATHMOVE N/A

TEAM BONUSES Fight Extra Turn

POSSIBLE TEAM MEMBERS:

Arch-archdemone a.k.a. Archfiend (Archdemone)
Big Blue Bully a.k.a. Argus (Cyclops)
Gigantes Guardsman a.k.a. Brutes (Gigantes)
Femme Fatale a.k.a. Esme (With)
Bone Racer a.k.a. Jockey (Skullrider)

Nightstalker a.k.a. Nightwing (Night empessa)

Troll Patroller a.k.a. Pa Troll (Boss troll)

Pelvis Thruster a.k.a. Salsa (Retail hipster)

Gigantes Gangster a.k.a. Stompes (Gigantes)

JUST BEASTLY

DESCRIPTION All team members are beast type.

DEATHMOVE N/A

TEAM BONUSES Team Attack +15

POSSIBLE TEAM MEMBERS:

Loopy Lupus a.k.a. Bladewolf (Jumping jackal)
Buffalo Bill a.k.a. Creepy (Buffinitch)
Mole Major a.k.a. Doug (Mad mole)
Death Tabby a.k.a. Fat Cat (Jaicat)
Abominable Ape a.k.a. Klub Kong (Gomerilla)

Wild Spearman a.k.a. Orsus (Or-king)

Ogre Ogre a.k.a. Orid (Buffalotrage)

Muddy Mohawker a.k.a. Spike (Mohawker)

Greater Saberat a.k.a. Sjow (Great sabretooth)

NOT QUITE HUMAN

DESCRIPTION All team members are humanoid type.

DEATHMOVE Deathmove: N/A

TEAM BONUSES Team Max HP +15

Possible Team Members:

Hooded Hacker a.k.a. Hoodknik (Hoodlum)
Bushwhacker a.k.a. Bush-W. (Bewunker)
Pupper Puglist a.k.a. Dolldrury
(Pupper master)
King of Dumboks a.k.a. Dumbpling
(Nobo macho)
Fertiliser a.k.a. Faunus (Sereus)
Shortshooter a.k.a. Fleish (Bodkin archer)

Hooded Hacker a.k.a. Hoodknik (Hoodlum)

Mullet Mallet a.k.a. McHammer (Brave)

Pundit Judy a.k.a. Moppet (Puppeteer)

Paranoid Smurf a.k.a. Siggittan (Bodkin
Bletcher)

Tenor Talons a.k.a. Seasaw (Riptide)

Slime Power!

DESCRIPTION All team members are slime type.

DEATHMOVE Deathmove: N/A

TEAM BONUSES Team Max HP x2

Possible Team Members:

Angel of Curing a.k.a. Carey (Careslime)
Family Doctor a.k.a. Healer (Healslime)
Heavy Metal a.k.a. Rev (Metal lung slime)
Slime Creator a.k.a. Horri (King slime)
Metal Bobble a.k.a. Metalable
(Liquid metal slime)

Quick Silver a.k.a. Metaly (Metal slime)

Gloopy Gloopie a.k.a. Slime Sludge (Slimer)

One Knight Stand a.k.a. Slimehopper
(Slime knight)

Slimy Smiley a.k.a. Smiles (Slime)

Slime Designer a.k.a. Tori (Slime)

THE ZOMBIEBOPS

DESCRIPTION All team members are zombie type.

DEATHMOVE Deathmove: N/A

TEAM BONUSES Team Max HP +30

Possible Team Members:

Wight Highpriest a.k.a. Bishop (Wight priest)
Old Soldier a.k.a. Bones (Skeleton)
Fanatics of Chaperon a.k.a. Capers
(Phantom fencer)
Orcult Rider a.k.a. Despicable (Bone baron)

Old School Dreidle a.k.a. Hork
(Walking corpse)

Headless Fisherman a.k.a. Moristar (Dullshark)

Marvin-Arms a.k.a. Skinned (Hell gladiator)

Become a
BradyGames®

Online MEMBER



Membership is free, fast & easy!

Register this code on our web site:

0-7440-0583-3

WWW.BRADYGAMES.COM
TAKE YOUR GAME FURTHER



OFFICIAL STRATEGY GUIDE

© 2006 Pearson Education

BradyGAMES® is a registered trademark of Pearson Education, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

BradyGAMES® Publishing

An Imprint of Pearson Education
800 East 96th Street, Third Floor
Indianapolis, Indiana 46240

© 2005 SQUARE ENIX CO., LTD. All Rights Reserved.

© 2004, 2005 ARMOR PROJECT/BIRD STUDIO/LEVEL-5/SQUARE ENIX ALL RIGHTS RESERVED. DRAGON QUEST, JOURNEY OF THE CURSED KING, SQUARE ENIX and the SQUARE ENIX logo are trademarks of Square Enix Co., Ltd.

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB,

ACKNOWLEDGEMENTS

Dan Birlew would like to thank Leigh Davis and David Waybright for assigning me another great title. Thanks to Tim Cox for his work and guidance on this book. And a very special thanks to my wife Laura, who keeps so many things going while I type away and watch the world go by.

BRADYGAMES STAFF

Publisher

David Waybright

Editor-in-Chief

H. Leigh Davis

Director of Marketing

Steve Escalante

Creative Director

Robin Lasek

Licensing Manager

Mike Degler

please visit www.esrb.org. For permission to use the ratings icons, please contact the ESRB at esrblicenseinfo@theesa.com.

ISBN: 0-7440-0583-3

Library of Congress Catalog No.: 2005933086

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 05-1 shows that the first printing of the book occurred in 2005.

08 07 06 05 4 3 2 1

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty: THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

ABOUT THE AUTHOR

Dan Birlew is a graduate of the University of Texas. He is the author of more than forty official strategy guides for video games covering a variety of titles, including Square-Enix hits such as *Final Fantasy X-2*, *Kingdom Hearts* and *Final Fantasy X*. He also writes fiction and non-fiction on a variety of gaming and non-gaming topics, in what little spare time he has. Please visit www.danbirlew.com on the web.

CREDITS

Title Manager

Tim Cox

Screenshot Editor

Michael Owen

Book Designers

Doug Wilkins

Chris Luckenbill

Production Designers

Wil Cruz

Brian Brosmer



SPELLS

COMBAT SPELLS

Name	Used By	MP Cost	Description
Accelerate	Jessica	3	Raises the agility of all party members.
Ban Dance	Angelo	4	Stop one group of enemies from dancing for several turns.
Bang	Jessica	5	Damages all enemies with a small explosion.
Boom	Jessica	8	Engulfs all enemies in a large explosion.
Kaboom	Jessica	15	Blasts all enemies with an incredibly violent explosion.
Bounce	Jessica, Angelo	4	Forms a protective barrier that reflects the enemy's and party's spells alike.
Buff	Angelo	2	Raises the defence of a single party member.
Kabuff	Yanguis, Angelo	3	Raises the defence of all party members.
Crack	Jessica	3	Pierces a single enemy with razor-sharp icicles.
Crackle	Jessica	5	Rips into a group of enemies with sharp icicles.
Krackle	Jessica	12	Skewers all enemies with a hail of sharp icicles.
Dazzle	Angelo	5	Envelops a group of enemies in illusions.
Divine Intervention	Angelo	4	Reduces a group of enemies' resistance to magical attacks.
Drain Magic	Angelo	0	Steals MP from a single enemy.
Fizzle	Hero, Angelo	3	Prevents a group of enemies from using magic.
Frizz	Jessica	2	Singes a single enemy with a small fireball.
Frizzle	Jessica	4	Burns a single enemy with a large fireball.
Kafizzle	Jessica	10	Incinerates a single enemy with an enormous fireball.
Fuddle	Jessica, Angelo	5	Sends a group of enemies into confusion.
Kahudie	Angelo	10	Confuses all enemies.
Insulate	Jessica	3	Forms a barrier that protects all party members from fire- or ice-based attacks.
Kamikaze	Hero	1	Sacrifices your own life to destroy all enemies.
Magic Barrier	Jessica	3	Forms a protective barrier that reduces the effectiveness of foes' offensive spells.
Magic Burst	Jessica	All remaining MP (requires min 1 MP)	Unleashes all remaining magic power in a fearsome explosion.
Oomph	Jessica, Angelo	6	Increases the attack of a single party member.
Sap	Jessica	3	Reduces the defence of a single enemy.
Kasap	Jessica	4	Reduces the defence of a group of enemies.
Share Magic	Yanguis	0	Shares some of your MP with an ally.
Sizz	Hero, Jessica	4	Singes a group of enemies with a blazing fire.
Sizzle	Hero, Jessica	6	Burns a group of enemies with a blazing wall of fire.
Kazizzle	Hero, Jessica	10	Scorches a group of enemies with the blazing flames of the underworld.
Snooze	Jessica	3	Puts a group of enemies to sleep.
Kasnooze	Jessica	8	Puts a group of enemies into a deep sleep.
Pearly Gates	Angelo	20	Opens heaven's door to baptise a group of foes with sacred light.
Whack	Angelo	4	A cursed incantation that sends an enemy to the hereafter.
Thwack	Angelo	7	A cursed incantation that sends a group of enemies to the hereafter.
Kathwack	Angelo	15	A cursed incantation that sends all enemies to the hereafter.
Woosh	Angelo	2	Slices through a group of enemies with a small whirlwind.
Swoosh	Angelo	4	Slices through a group of enemies with a powerful whirlwind.
Kaswoosh	Angelo	8	Slices through a group of enemies with a ferociously destructive whirlwind.
Zap	Hero	6	Calls down lightning on all enemies.
Kazap	Hero	15	Calls down powerful thunderbolts on a group of enemies.

RECOVERY SPELLS

Name	Used By	MP Cost	Description
Kerplunk	Yanguis	All remaining MP (requires 1 MP)	Sacrifice your own life to resurrect all other party members.
Heal	Hero, Yanguis, Angelo	2	Restores at least 30 HP to a single ally.
Midheal	Hero, Yanguis, Angelo	3	Restores at least 75 HP to a single ally.
Fullheal	Hero, Angelo	6	Restores all HP to a single ally.
Multheal	Angelo	10	Restores at least 100 HP to all party members.
Omnihel	Hero	36	Restores all HP to all party members.
Squelch	Hero, Angelo	2	Cures a single ally of the effects of poison.
Tingle	Hero, Angelo	2	Cures all party members of the effects of sleep and paralysis.
Zing	Hero, Angelo	8	Resurrects a fallen ally with a 50% success rate.
Kazing	Jessica, Angelo	15	Resurrects a fallen ally.

FIELD SPELLS

Name	Used By	MP Cost	Description
Evac	Hero, Jessica	2	Allows you to exit instantly from dungeons, caves, and towers.
Holy Protection	Hero	4	Generates a holy aura that causes weaker monsters to avoid your party.
Nose for Treasure	Yanguis	0	Instantly reports the number of nearby treasures.
Padfoot	Yanguis	4	A secret technique for disguising your presence so as to avoid monsters.
Whistle	Yanguis	0	Summons monsters with a whistle.
Zoom	Hero, Angelo	1	Allows you to return instantly to certain places you have visited before.

ZOOM MAP

Both Angelo and the Hero can acquire the Zoom spell. Zoom enables the party to return instantly to certain places they have visited before. The map illustrates the locations you can Zoom to when the spell is used.

Zoom locations



ABILITIES

AXE ABILITIES

Name	Used By	MP Cost	Description
Helm Splitter	Yanguis	0	A skull-splitting smash that lowers an opponent's defence as it inflicts damage.
Hatchet Man	Yanguis	3	An unpredictable attack that can slay an enemy with a single blow...if it connects.
Parallax	Yanguis	2	A focused strike capable of occasionally paralysing an enemy.
Axes of Evil	Yanguis	0	Generates a vortex from your axe blade that chews into a group of enemies.
Executioner	Yanguis	3	A powerful roundhouse strike that fells an opponent in one blow if it hits.
Typhoeus' Maul	Yanguis	6	An ancient axe technique that works wonders on monsters of the beast family.

BOOMERANG ABILITIES

Name	Used By	MP Cost	Description
Crosscutter Throw	Hero	2	Traces an X in the air as it ploughs into the enemy.
Power Throw	Hero	4	A full-force throw that damages all enemies equally.
Firebird Throw	Hero	6	Transforms your boomerang into a firebird that incinerates your enemies.
Super Throw	Hero	4	A fearsome attack that uses all your strength to cause extreme damage to all foes.
Starburst Throw	Hero	8	Bathes all enemies in a shower of burning light.
Gigathrow	Hero	15	Pulverises a single enemy with the force of a thunderbolt.

BOW ABILITIES

Name	Used By	MP Cost	Description
Sandman's Arrow	Angelo	2	A magical arrow capable of putting a single enemy to sleep.
Cherub's Arrow	Angelo	0	A secret bow technique that regenerates your own MP.
Needle Shot	Angelo	1	Capable of felling an enemy instantaneously if a vital area is hit.
Multishot	Angelo	4	A hail of blows directed randomly against one or more enemies.
Seraph's Arrow	Angelo	0	A secret technique that recovers even more MP than Cherub's Arrow.
Shining Shot	Angelo	10	An arrow attack that bathes all enemies in a destructive magical light.
Needle Rain	Angelo	1	A rain of arrows that can occasionally obliterate all enemies in a single salvo.

CHARISMA ABILITIES

Name	Used By	MP Cost	Description
Sarcastic Snigger	Angelo	3	Reduces a single enemy's tension by one level.
Angel Eyes	Angelo	4	A powerful glance capable of paralysing a single enemy.
Chilling Chuckle	Angelo	3	Reduces the tension of an entire group of enemies by a degree.
Charming Look	Angelo	4	A glance so powerfully captivating that it burns all enemies in its path.

CLUB ABILITIES

Name	Used By	MP Cost	Description
Heart Breaker	Yanguis	2	An attack that occasionally causes the target to miss a turn.
Penny Pincher	Yanguis	2	A special technique that steals gold coins from an enemy.
Monster Masher	Yanguis	3	A powerful smash that works wonders on monsters of the material family.
Mind Breaker	Yanguis	2	A superior club attack that dominates foes and renders them unable to attack.
Gold Rush	Yanguis	2	A powerful strike that steals an opponent's gold coins as it inflicts damage.
Devil Crusher	Yanguis	5	An esoteric club technique effective on demon and material family monsters.

FISTCUFFS ABILITIES

Name	Used By	MP Cost	Description
Stones' Throw	Hero, Jessica	0	Hurls rocks at a single group of enemies.
Knuckle Sandwich	Hero, Yanguis, Angelo	2	A powerfully focused and damaging bare-fisted strike.
Defending Champion	Hero, Angelo	0	A defensive ability that greatly reduces the damage inflicted by physical attacks.
Harvest Moon	Hero, Angelo	6	Pummel all enemies with a chain of cartwheels and backflips.
Thin Air	Hero, Yanguis, Jessica	2	Generates a powerful vacuum-vortex that slices all enemies to ribbons.
Multifists	Hero, Angelo	0	A vicious four-hit strike on a random enemy.
Boulder Toss	Hero, Yanguis	4	Showers all enemies with enormous boulders.
Miracle Moon	Angelo	6	A miraculous technique that pummels all enemies while regenerating your own HP.

HUMANITY ABILITIES

Name	Used By	MP Cost	Description
Warcry	Yanguis	0	A hideous battle cry that paralyses a group of enemies with fear.
Underpants Dance	Yanguis	0	Paralyses all enemies with embarrassment.
Golden Oldies	Yanguis	15	A multi-hit battle royale from King Trode and friends.

REASURE CHEST & INFAMOUS MONSTER MAPS

you're looking
find all of the game's treasure chests
and infamous monsters, then this
section is for you. It is recommended
that you attempt to locate all of these
extra goodies on your own before using
this comprehensive resource. Refer to
this section only after you've exhausted
other options.

treasure Chest Map Legend

-  Unlocked.
 -  Requires thief's key.
 -  Requires magic key.
 -  Requires ultimate key.

Infamous Monster Map Legend

- | | | |
|--|-----------------------------------|--|
|  Bones | No Condition. |  Only found at nighttime.
 Only found during daytime. |
|  Spike | Must defeat Monster Arena Rank F. |  Living Torch
White bar = Copper monster coin |
|  Torchman | Must defeat Monster Arena Rank D. |  Colossal Clone
Silver bar = Silver monster coin |
|  Stoneman | Must defeat Monster Arena Rank B. |  Killer Director
Gold bar = Gold monster coin |
| | |  Bladewolf |

